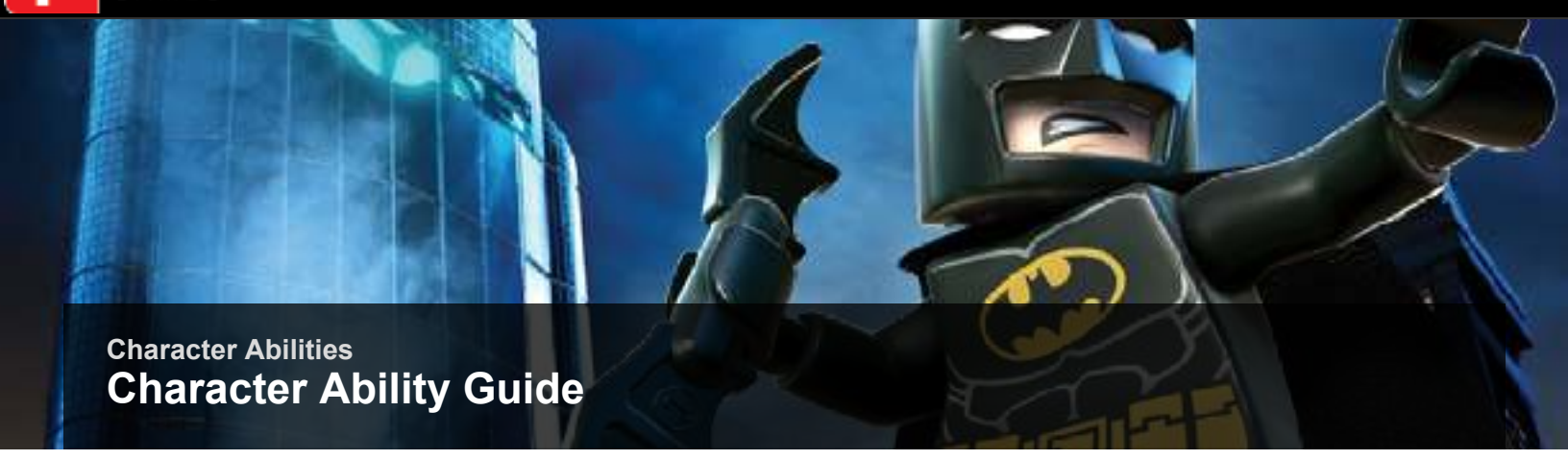


Character Abilities

Character Ability Guide

Acrobat Ball:
Only Robin can curl into a ball and activate ball sockets, and only while wearing his Acrobat Suit.

Acrobat Pole:
Robin and Harley Quinn can flip along horizontal poles to reach special areas, but Robin must be wearing his Acrobat Suit.

Box Opener:
Only the Joker and the Riddler can open special Joker and Riddler boxes hidden throughout Gotham City.

Deconstructor:
Only Lex Luthor can rip apart black LEGO objects with his high-tech Deconstructor.

Dive:
Aquaman and Killer Croc can dive underwater and explore the depths, as can Robin after he finds a Hazard Suit.

Double Jump:
Certain characters can jump a second time in midair, such as Robin while wearing his Acrobat Suit.

Drain/Charge:
Batman can drain or charge electric switches while wearing his Electricity Suit, as can the Joker with the use of his souped-up joy buzzer.

Explosive Attacks:
Batman can destroy silver LEGO objects with explosive attacks while wearing his Power Suit, as can the Penguin through the use of his bomb goons.

Flight:
Many characters possess the freeing ability to fly and hover.

Flower Power:
Only Poison Ivy can travel through rare flower beds to reach special locations.

Glide:
Several characters can glide through the air, making a long, slow decent to remote locations.

Grapple:
Several characters can pull on grapple handles, for a variety of benefits.

Green Lantern's Ring:
Only the Green Lantern has the power to build objects out of bouncing green LEGO pieces.

Heat Vision/Laser Eye:
A powerful ranged attack that allows characters to overheat and destroy gold LEGO objects, and also cut through gold walls.

Ice Blast/Freeze Breath:
Characters with freeze breath, or the ability to fire ice blasts, can douse fires, immobilize enemies, and freeze rushing water to create climbable surfaces.

Invincible:
Many characters are immune to all forms of damage, such as Superman.

Invisible:
Only Batman can become invisible and slip past security cameras, and only while wearing his Sensor Suit.

Magnetic:
Certain characters are able to manipulate special magnetic LEGO objects, for a variety of benefits.

Power Build:
Some characters are able to build objects out of bouncing LEGO pieces much faster than others.

Shatter Glass:
A handful of characters possess the ability to shatter glass LEGO objects, for a variety of benefits.

Spray Water:
Only Aquaman and Robin can spray water to douse fires and wash away toxic waste, but Robin must wear his Hazard Suit to accomplish this.

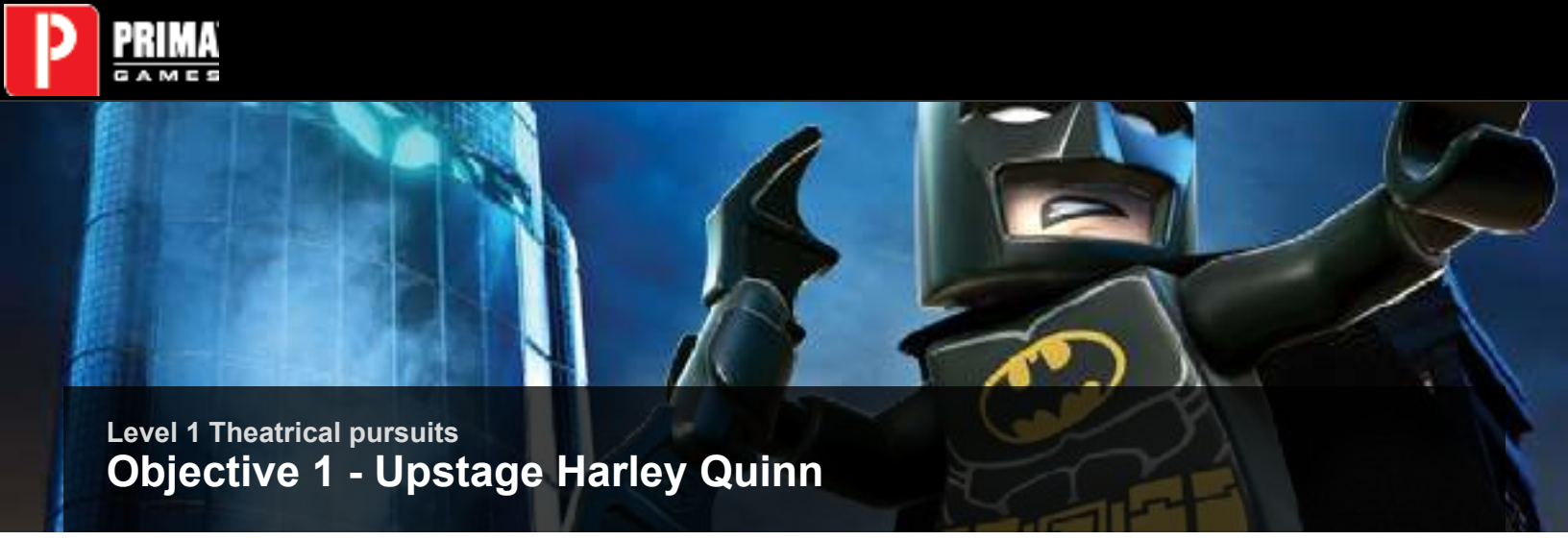
Super-Breath:
Characters with super-breath can blow back enemies to keep them at bay. Tap the Action button to use super-breath as opposed to holding the Action button to unleash freeze breath.

Super-Speed:
Only the Flash possesses super speed, which allows him to build bouncing black LEGO pieces into useful objects.

Super-Strength:
Many characters possess super strength, enabling them to pull on glowing orange handles, for a variety of benefits.

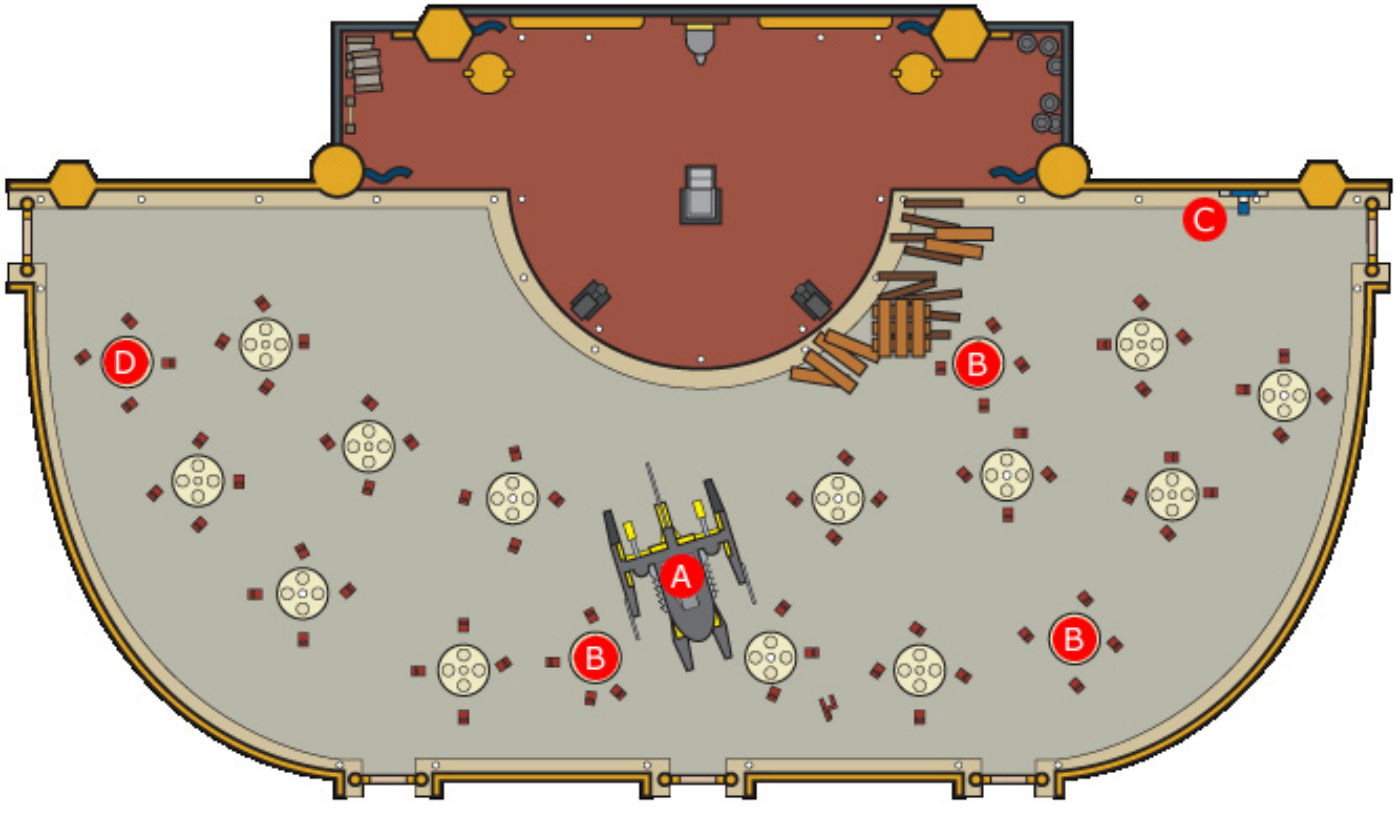
Wall Jump:
Only Robin can jump between parallel walls, and only while wearing his Acrobat Suit.

X-ray Vision:
Some characters have the ability to peer through special X-ray walls and manipulate their inner workings, for a variety of benefits.



Level 1 Theatrical pursuits

Objective 1 - Upstage Harley Quinn

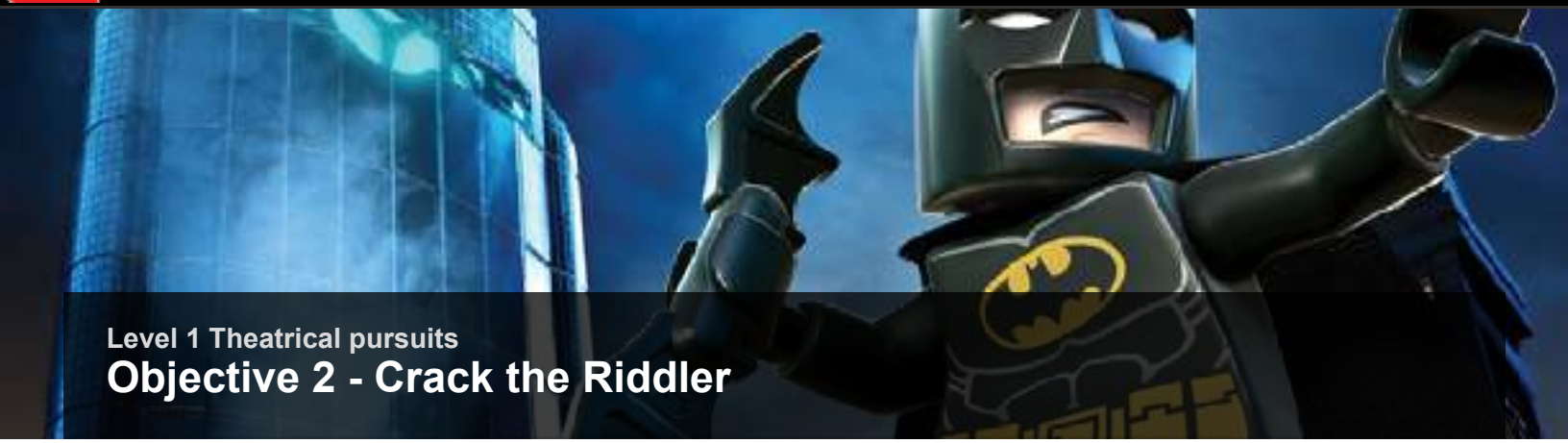


A - Use Lex Luthor's Deconstructor to rip open the Batboat (free play)

B - Destroy three silver table bases in the stage area (free play)

C - Claim Robin's Acrobat Suit and flip along the poles on the right background wall (free play)

D - Citizen in peril: On the table on the left side of the stage area - defeat the goon (story)



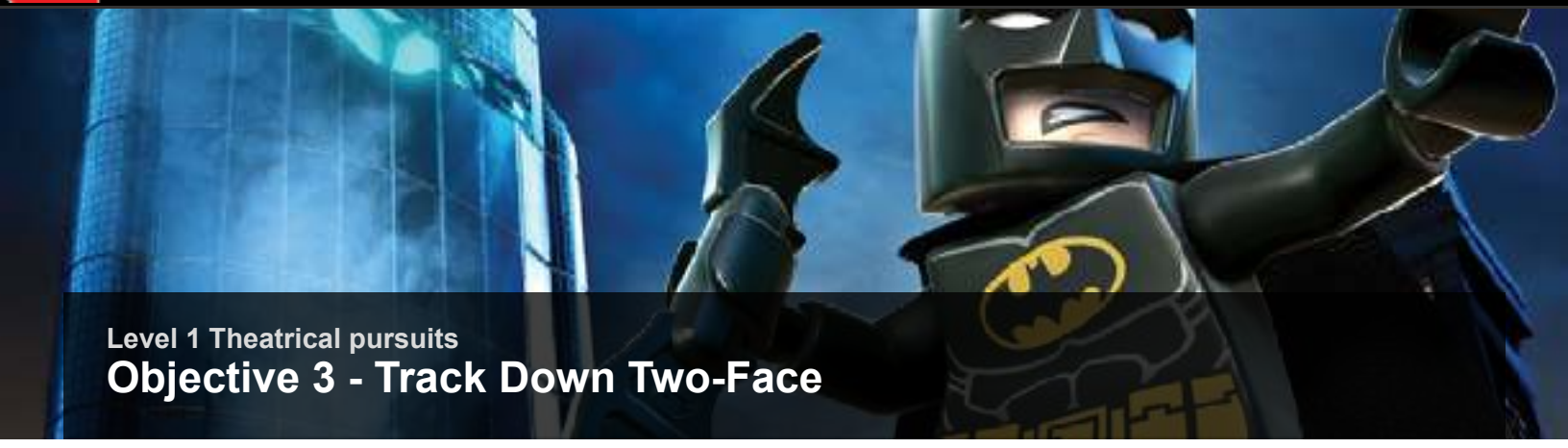
Level 1 Theatrical pursuits

Objective 2 - Crack the Riddler

A - Destroy the gold lock near the medieval set and pull down the blue magnet bike beyond. Drop through the floor and play the organ (free play)

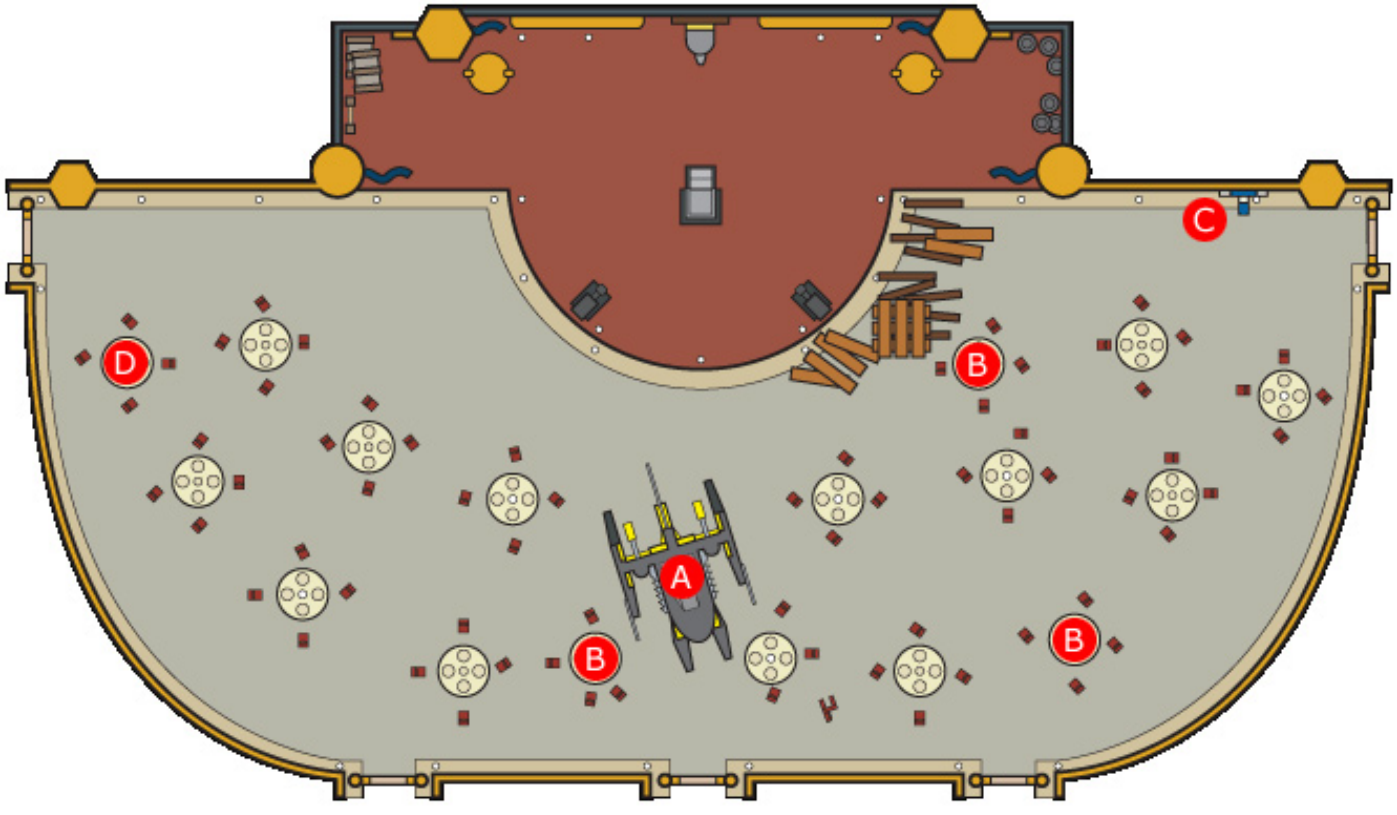
B - Use Lex Luthor's Deconstructor to reveal an electric switch near the castle, then use the Electric Suit to power the switch (free play)

C - Hop through the castle's windows after the goons jump through (story)



Level 1 Theatrical pursuits

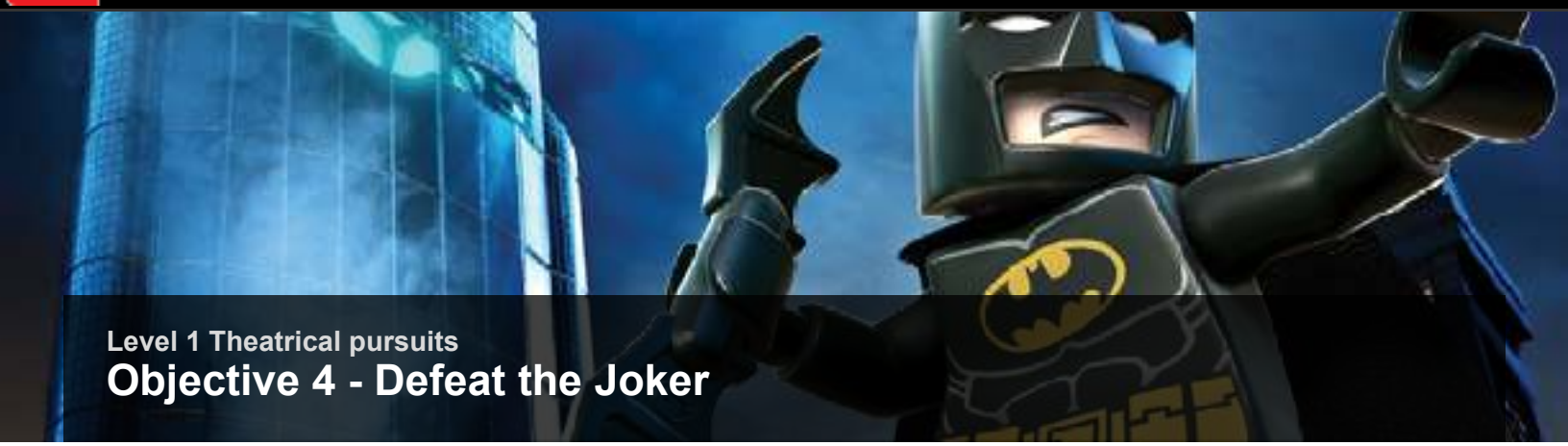
Objective 3 - Track Down Two-Face



A - Use Man-Bat or Black Canary to shatter the popcorn popper's glass window, then use heat vision to cook the gold kernels (free play)

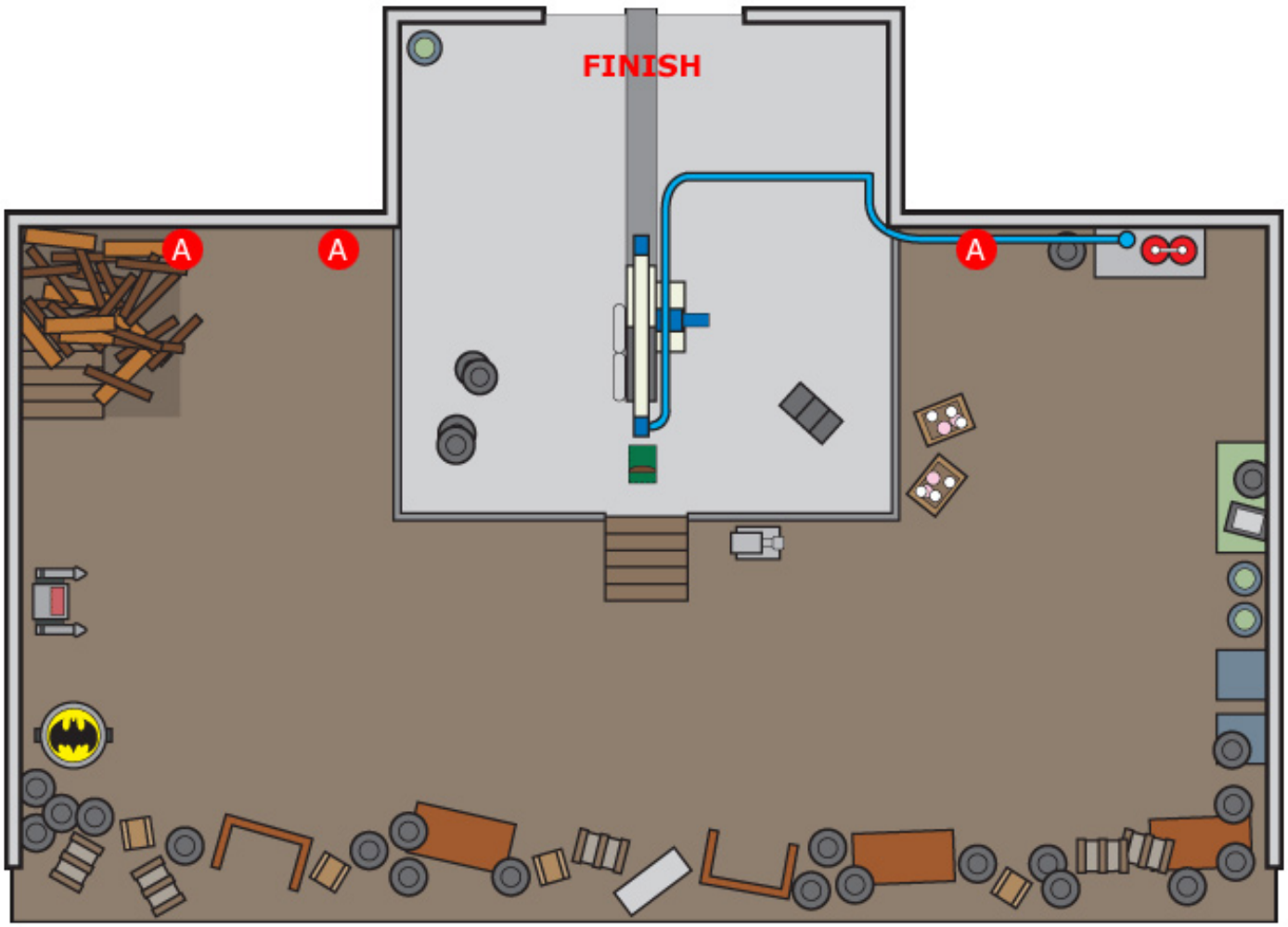
B - Freeze the lobby's right waterfall, then climb up. Smash the balcony's fire extinguisher and build the bricks to form a zipline to the minikit (free play)

C - After beating Two-Face, use Robin's Acrobat Suit to flip along the poles to the right of the background stairs (story)

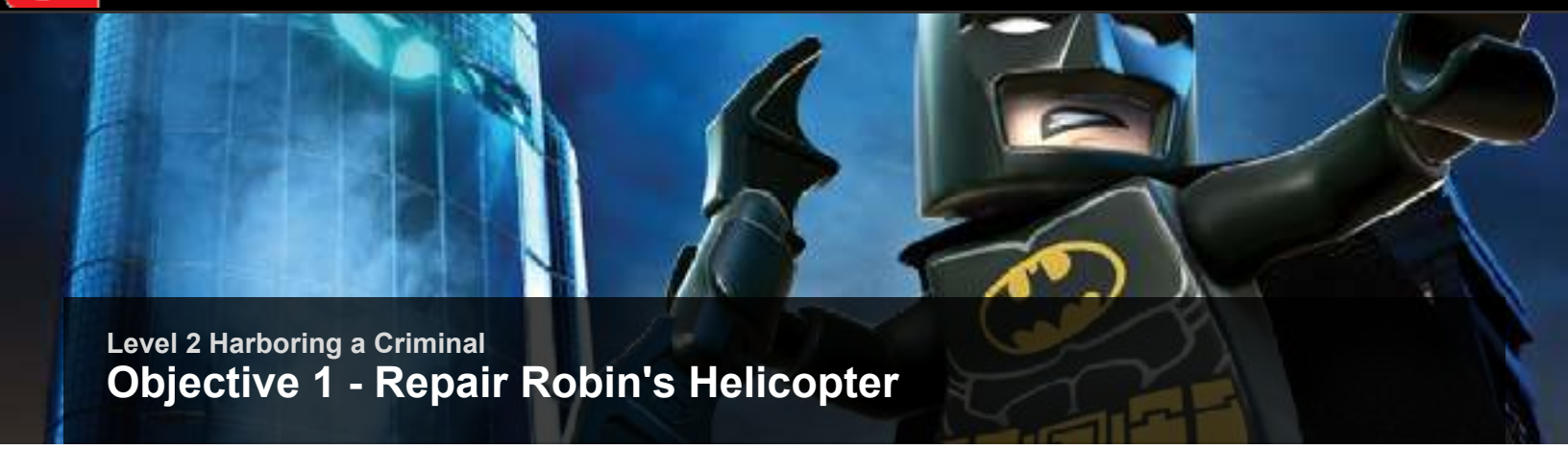


Level 1 Theatrical pursuits

Objective 4 - Defeat the Joker

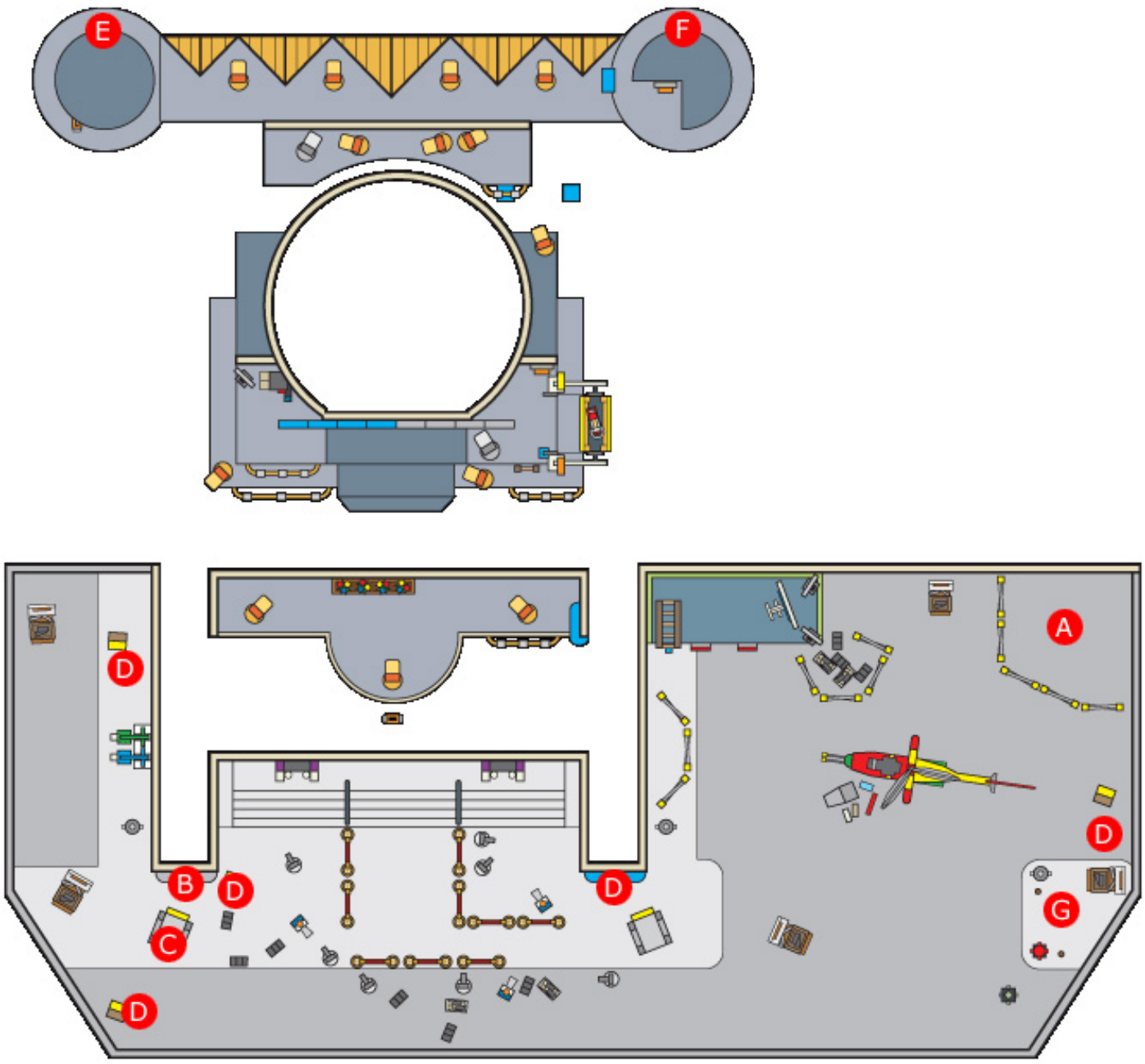


A - Destroy three green shutters on the wall in the projector room (story)



Level 2 Harboring a Criminal

Objective 1 - Repair Robin's Helicopter



A - During Free Play, use Superman's heat vision to destroy the gold spotlight behind Robin's helicopter (free play)

B - Destroy the silver bar above the award sign to the left of the theater's entrance (story)

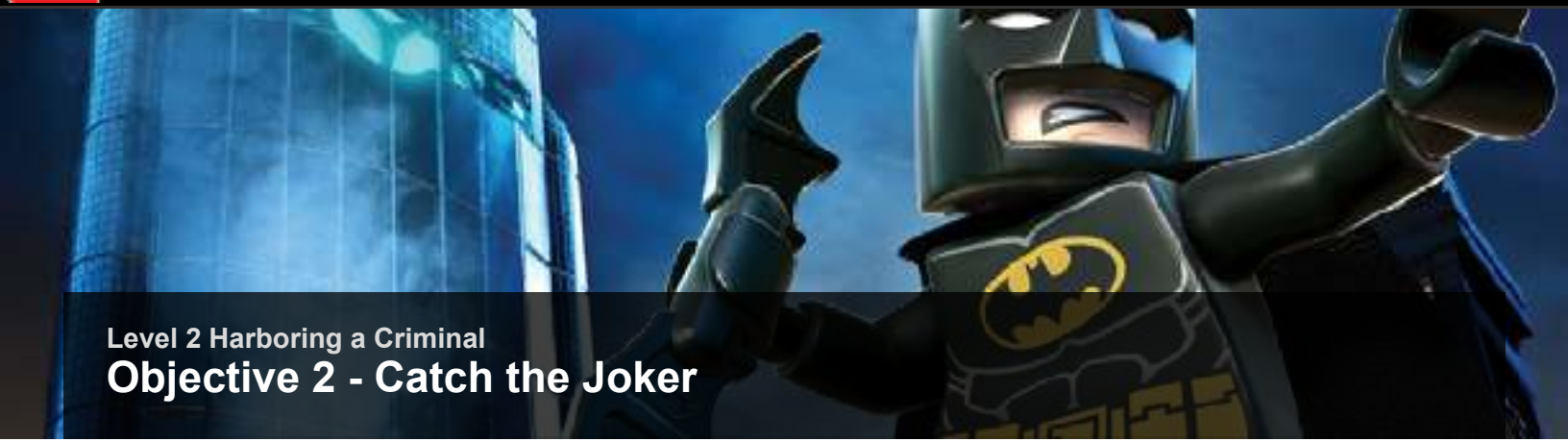
C - Destroy the silver spotlight. then build the bricks into an ice cream truck. Drive and follow a trail of studs to find a minikit (story)

D - Destroy five identical signboards around the theater building's exterior. One is hidden and requires the Magnet Suit to find (story)

E - While scaling the theater building, search behind the left circular tower (story)

F - After pulling the right circular tower's glowing orange handle, circle around the tower (story)

G - Citizen in peril: On the right side of the first area, being held captive by two goons with guns (story)

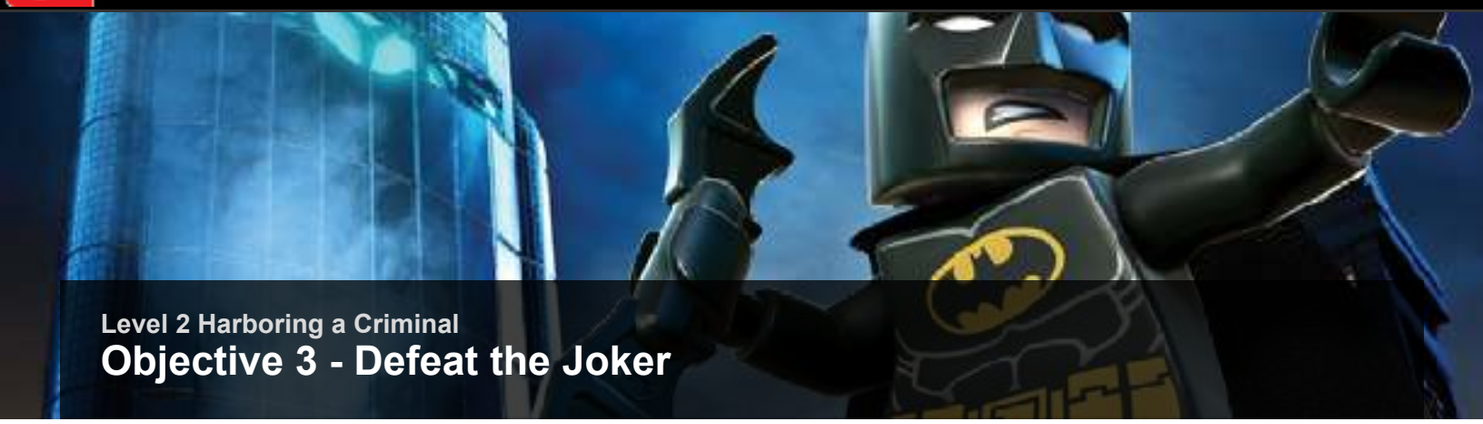


Level 2 Harboring a Criminal

Objective 2 - Catch the Joker

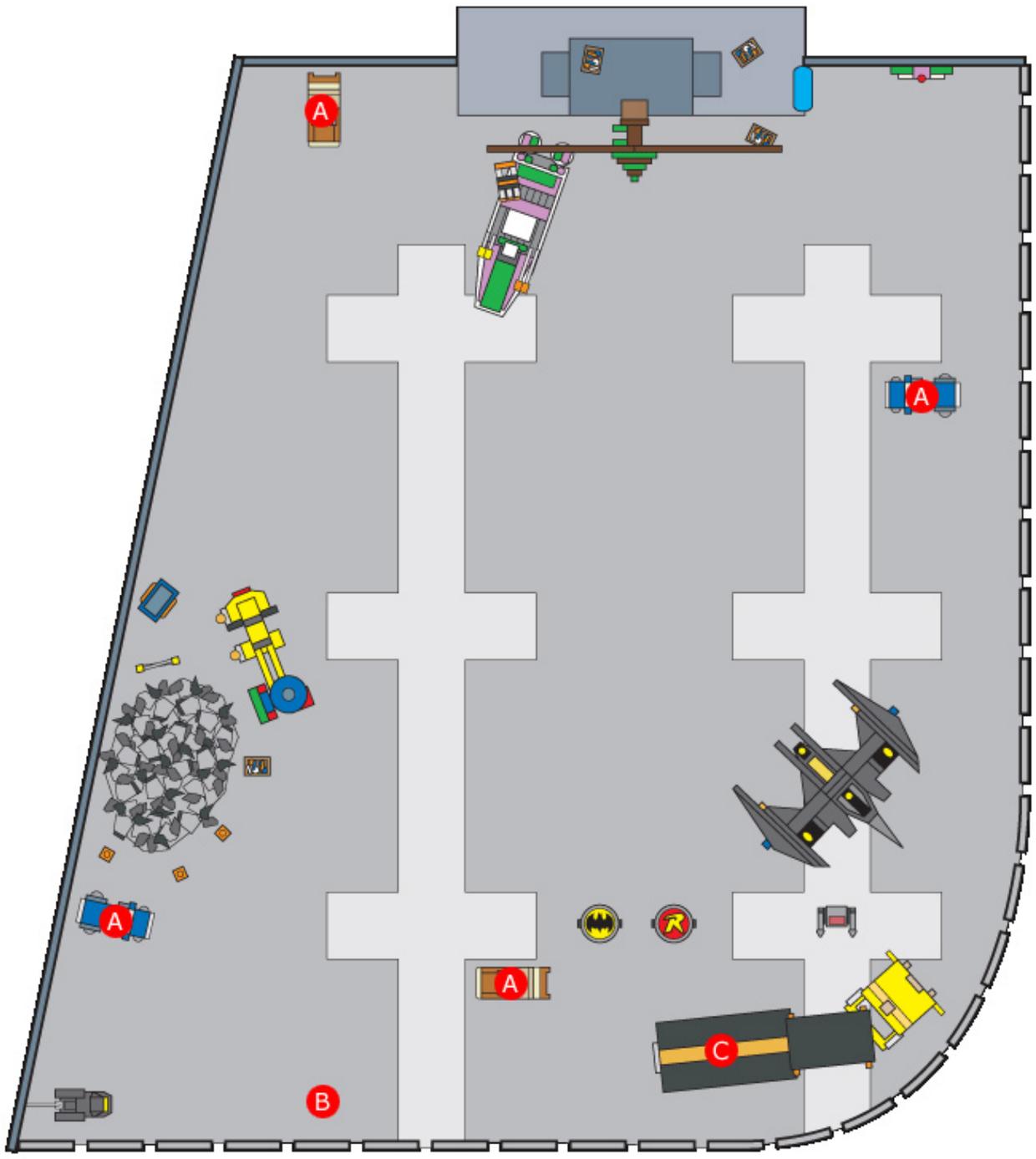
A - You can only damage the Joker's boat while it's hearts are red. The boat is invulnerable while the hearts are silver.

B - While chasing the Joker's boat around the harbor, blast two yellow carts that roll along a roller coaster track.



Level 2 Harboring a Criminal

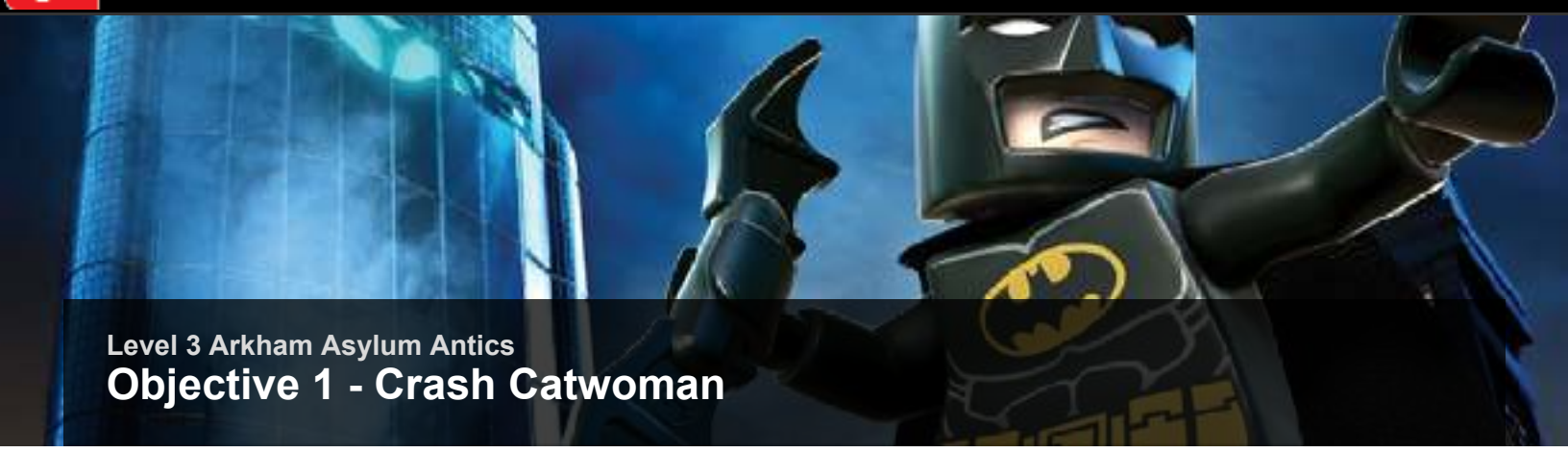
Objective 3 - Defeat the Joker



A - While battling the Joker in the parking lot after the boat chase, destroy four parked cars (story)

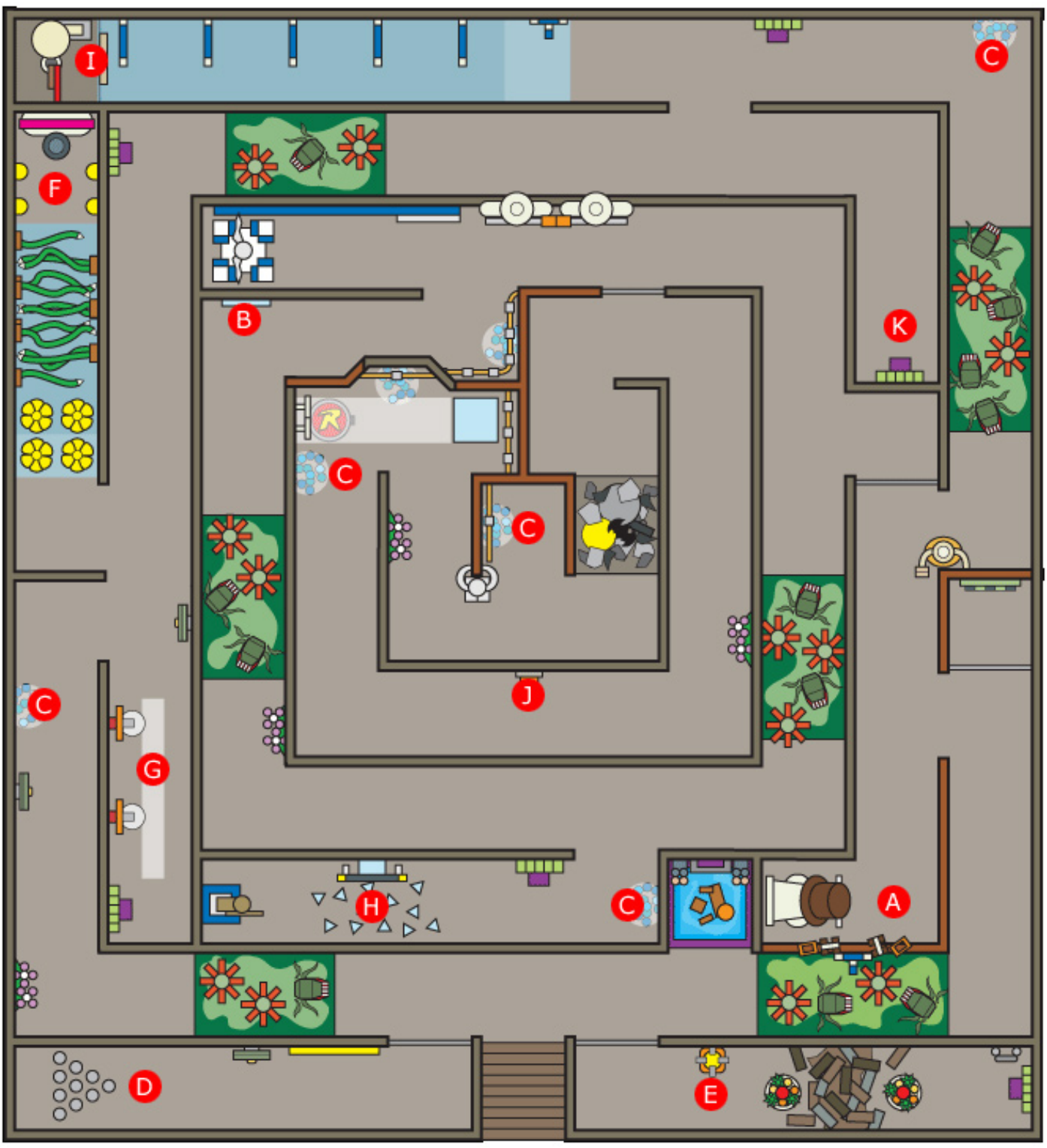
B - Drive the cart in the parking lot's left foreground corner (story)

C - Destroy the gold clamps on the side of the construction vehicle, then fix the foreground truck's ramp and drive the construction vehicle onto it (free play)



Level 3 Arkham Asylum Antics

Objective 1 - Crash Catwoman



A - After Acquiring the Power Suit, fire a missile to destroy the large statue that was wearing the top hat (story)

B - After causing Two-Face to crash, loop around the wall to the south and use the Batsuit to shatter the glass doorway (story)

C - Fly around and locate five tiny fountains within the maze. Freeze and shatter each one (free play)

D - Deconstruct the black wall to the left of the starting point, then use heat vision to destroy the gold panels on the walland use Green Lantern to build the green LEGO bricks (free play)

E - Deconstruct the black gate to the right of the starting point, then use Poison Ivy to travel through the plants. Drain the switch's electricity with Joker, then backtrack and pull the orange handle (free play)

F - Fly to the far-left passage, then with heat vision , overheat four gold flowers. Use Aquaman to cross the water, then overheat the gold statues and solve a simple puzzle (free play)

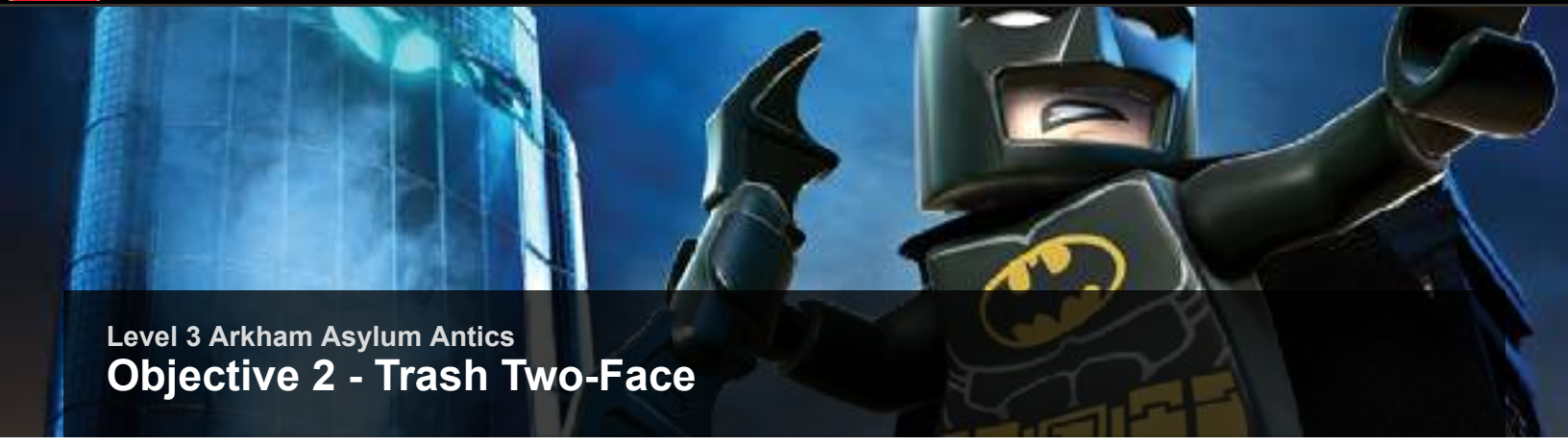
G - Fly to the left and spy a passage with a metal floor. Hang from the two wall handholds to lower them. Use Cyborg to pull a magnetic crate north under the metal floor. Search beneath the floor (free play

H - Fly north and left from the starting point to find a passage with a spiked pit. Deconstruct the black statue and build a switch. Pull the switch, then shatter the glass with Man-Bat or Black Canary (free play)

I - Fly to the northmost passage, then change to Harley Quinn and flip along the poles. Push the spinnerto lower the gate, then use Aquaman or Killer Croc to search the nook beneath the spinner (free play)

J - Use the POwer Suit to pull the glowing orange handle near the center of the maze (story)

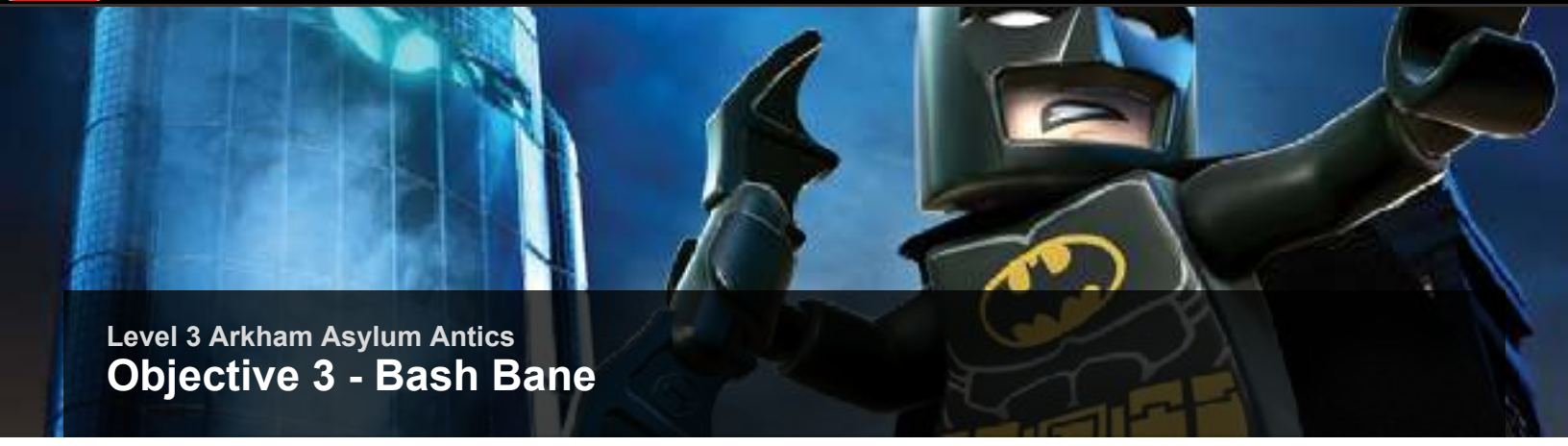
K - Citizen in peril: On the right side of the maze, being beaten by goons - fly there (free play)



Level 3 Arkham Asylum Antics

Objective 2 - Trash Two-Face

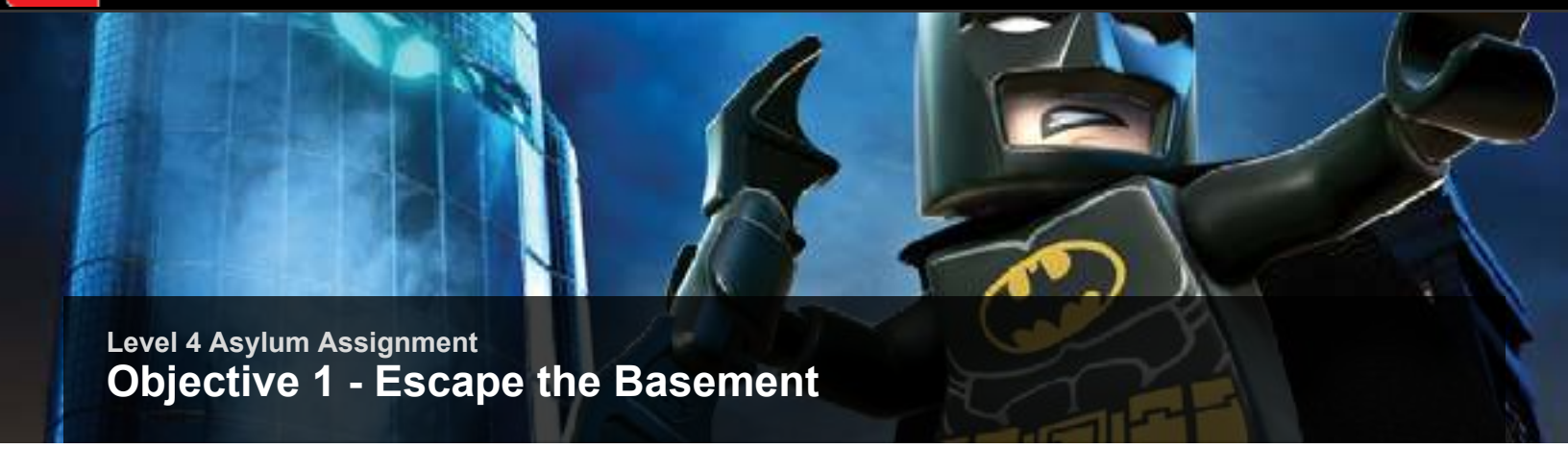
A - During Free Play, switch to a character that can fly and soar way up high to spy hovering studs. A purple one floats in the maze's southwest corner (free play)



Level 3 Arkham Asylum Antics

Objective 3 - Bash Bane

A - While Bane is on the loose, change back into the Power Suit and make your way to the center of the maze. Pull the glowing orange handle near the maze's center to discover a minikit in a small nook



Level 4 Asylum Assignment

Objective 1 - Escape the Basement

A - Collectible to the left, in the underwater passage between the two fans (story)

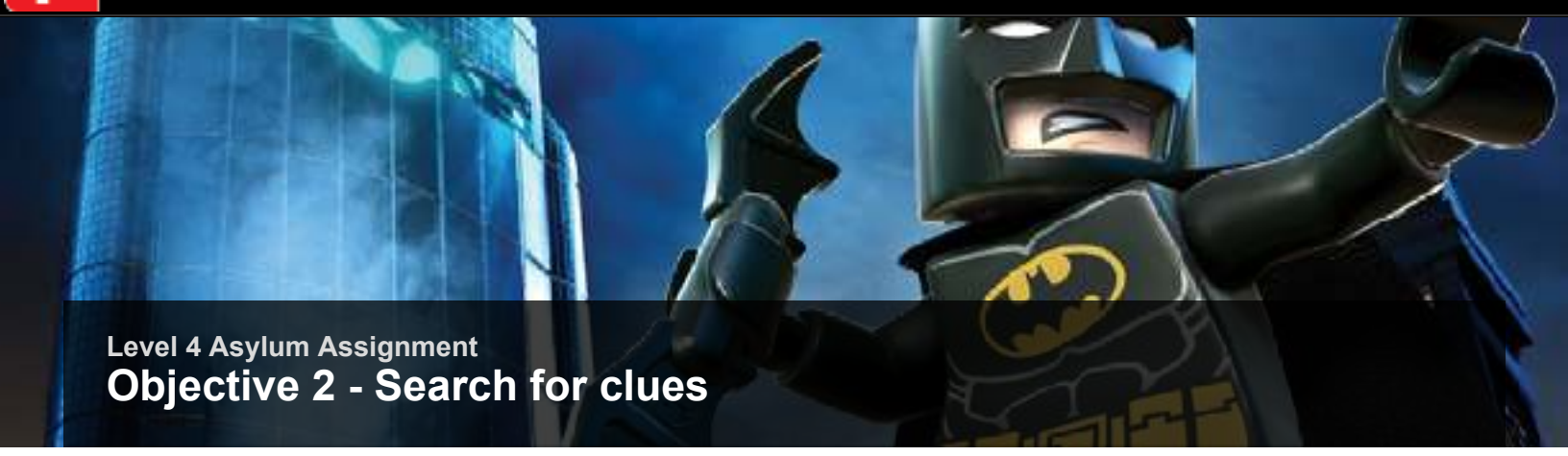
B - Fly over the fence and into Killer Croc's cage (free play)

C - Use Aquaman to pull the underwater orange handle (free play)

D - After lowering the stairs, drop to the Joker box to the right and use the Joker to open (free play)

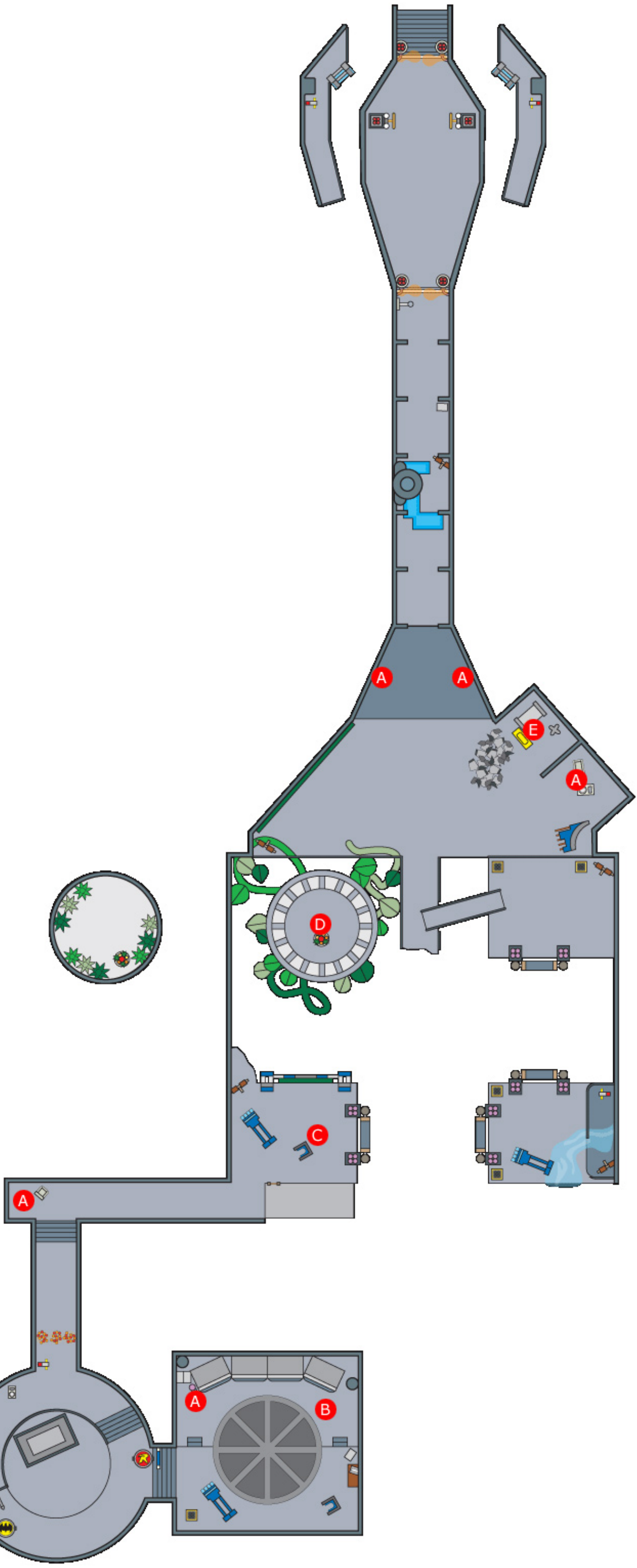
E - After freezing the two water spouts, run to the foreground and use Cyborg to open a magnetic door. Build the Green Lantern bricks and drop through the holde (free play)

F - In Mr. Freeze's hold, use the Pemguin to send a bomb through the right foreground igloo (free play)



Level 4 Asylum Assignment

Objective 2 - Search for clues



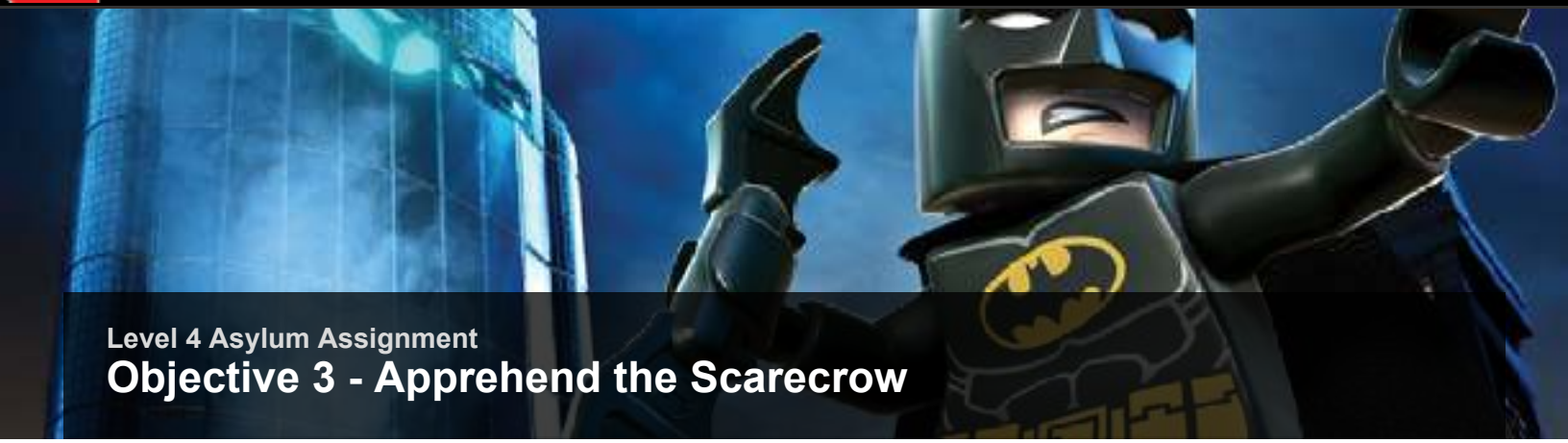
A - Use Aquaman to wash away five patches of Joker/ Riddler/ Two-Face graffiti (free play)

B - Claim Robin's Acrobat Suit and flip along the overhead poles in the monitor room (story)

C - After using the X-ray board, run into the foreground and descend a ladder. Deconstruct the door (free play)

D - Inside Poison Ivy's cell - fly over and use Poison Ivy to enter (free play)

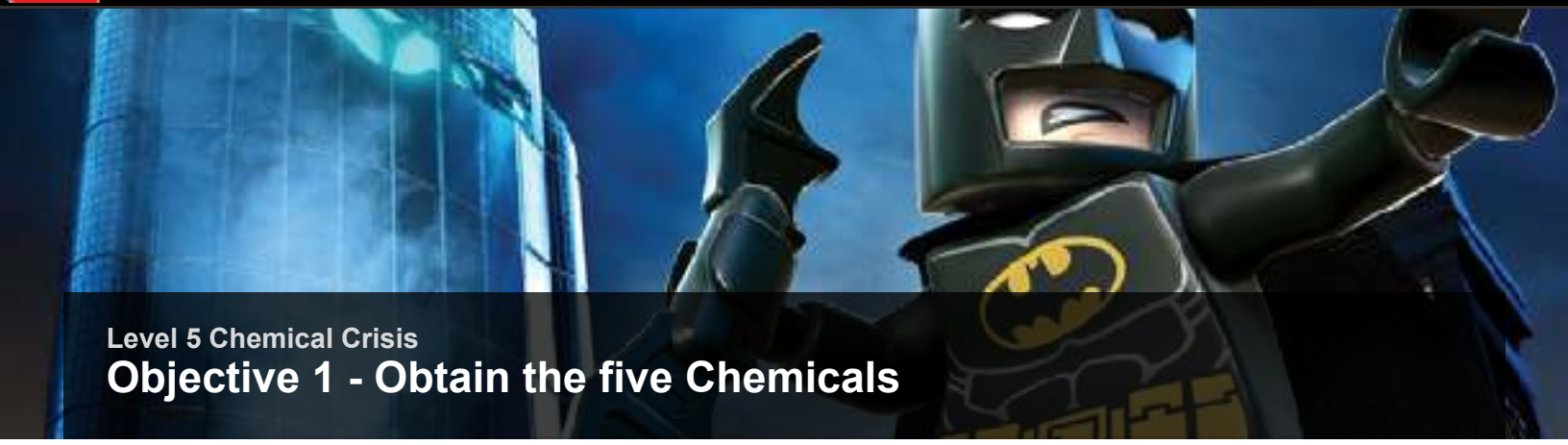
E - Citizen in peril: Use the Penguin or the Power Suit found near Minikit 9 to blast open the silver cells before the long corridor to the Scarecrow showdown (free play)



Level 4 Asylum Assignment

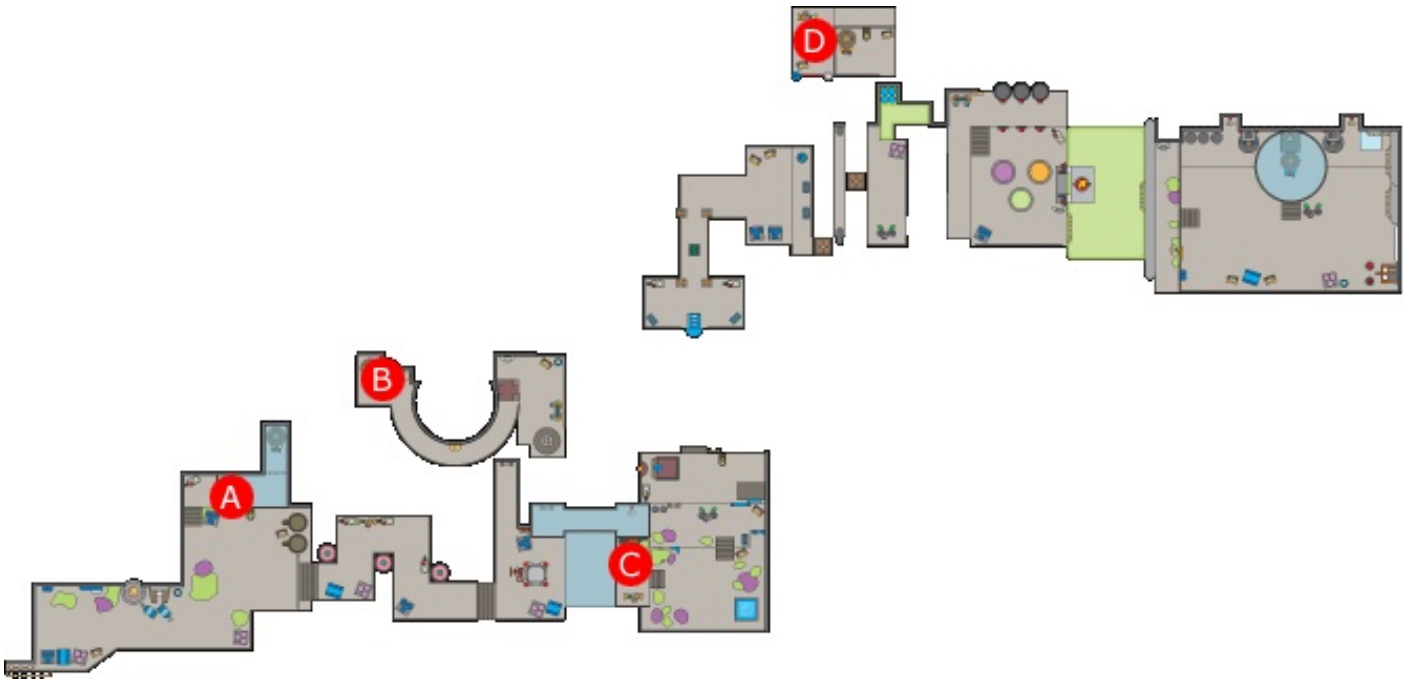
Objective 3 - Apprehend the Scarecrow

A - At last, you've caught up to the Scarecrow. Time to take down this wicked trickster (story)



Level 5 Chemical Crisis

Objective 1 - Obtain the five Chemicals



A - Fly up and with heat vision overheat and destroy the gold circular vent high in the background near the start (free play)

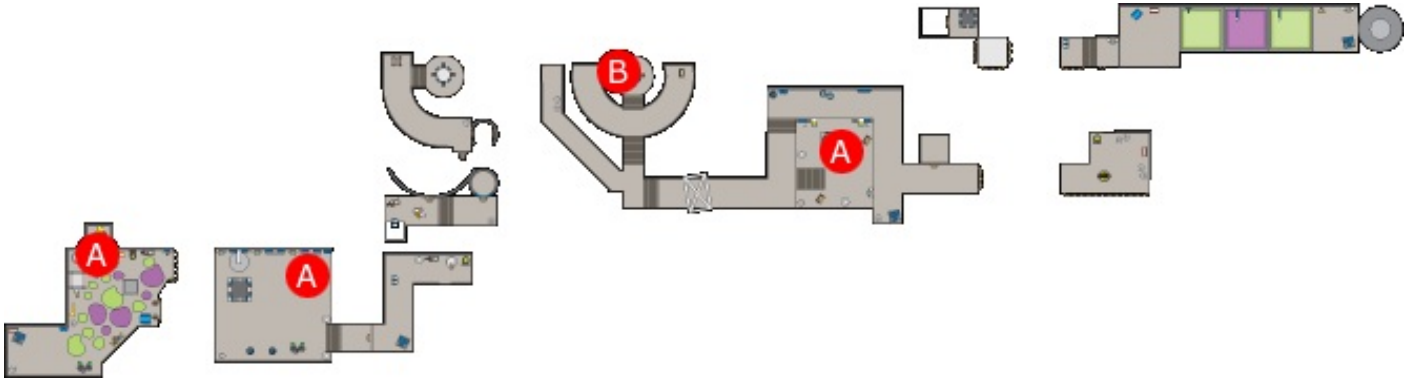
B - Fly up the tube in the wall near the second chemical station (free play)

C - After finding the Magnet Suit signal, Deconstruct the black LEGO to the left and build the bricks, then pull the orange handle (free play)

D - After the bridge explodes, fly into the background and pass over a Laser fence to claim a Minikit (free play)

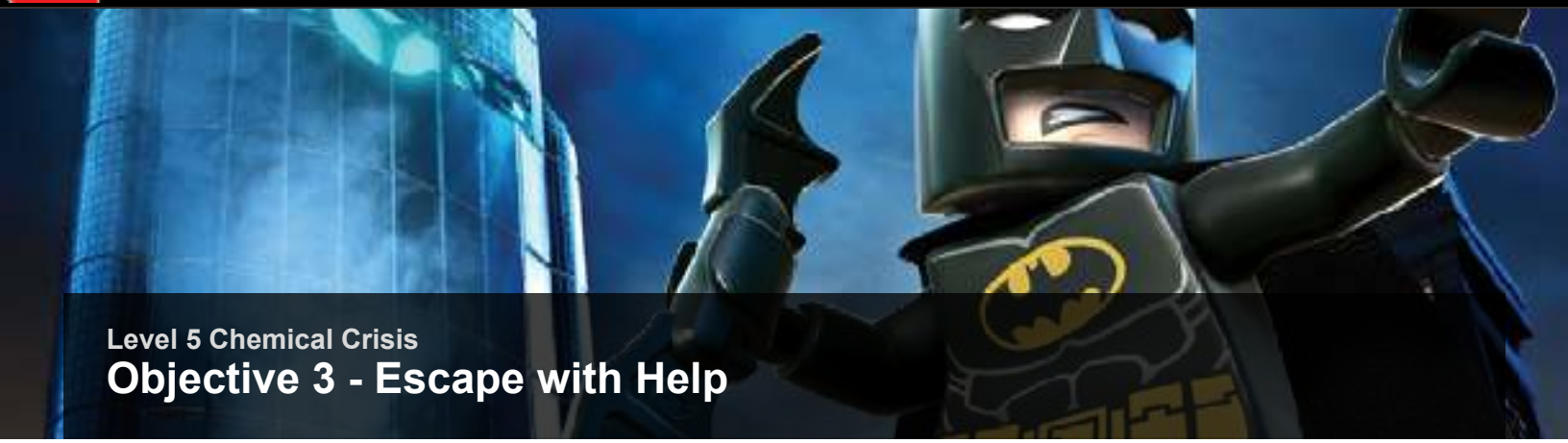
Level 5 Chemical Crisis

Objective 2 - Escape



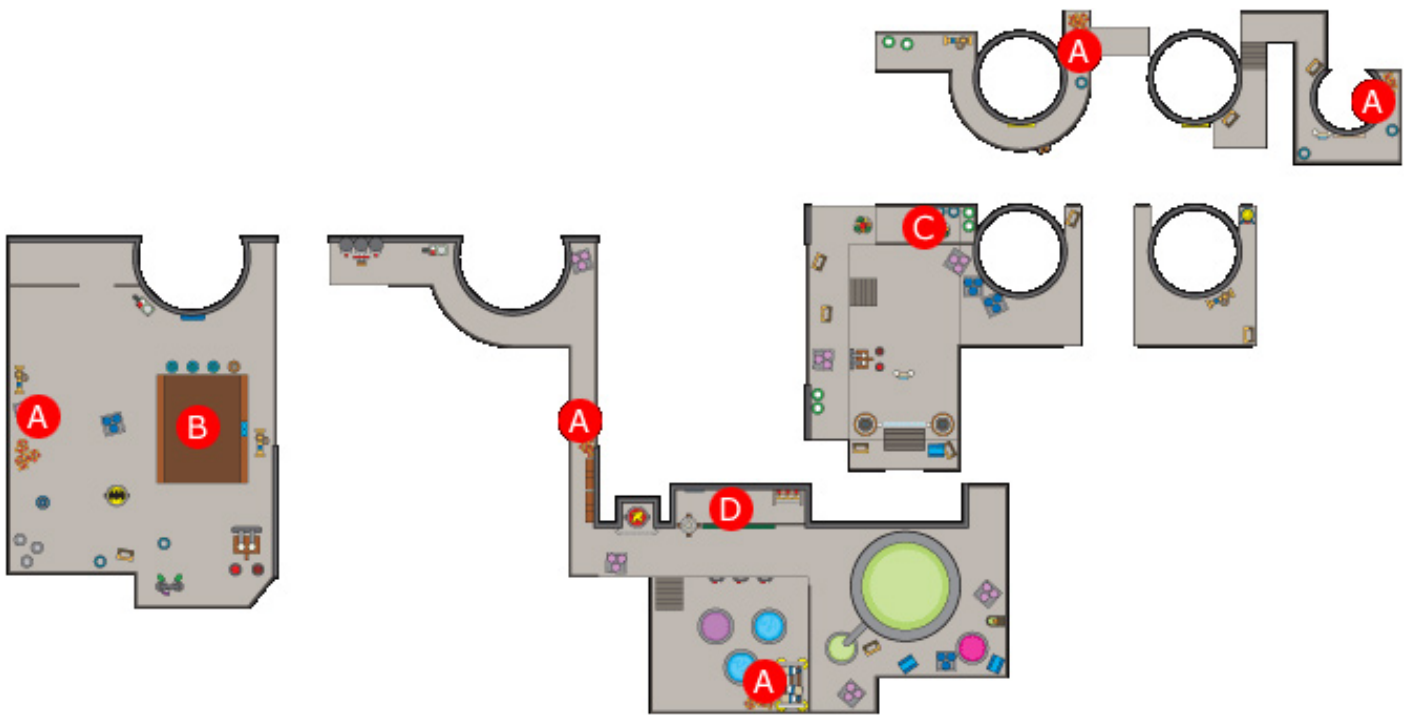
A - Find and open three Joker presents hidden throughout the second area. the first requires the laser (free play)

B - With heat vision, overheat and destroy the gold base of a tower, then build the Green Lantern bricks to recover a prize from the chemical vat (free play)



Level 5 Chemical Crisis

Objective 3 - Escape with Help



A - Use Superman's freeze breath to extinguish five LEGO fires around the third area (story)

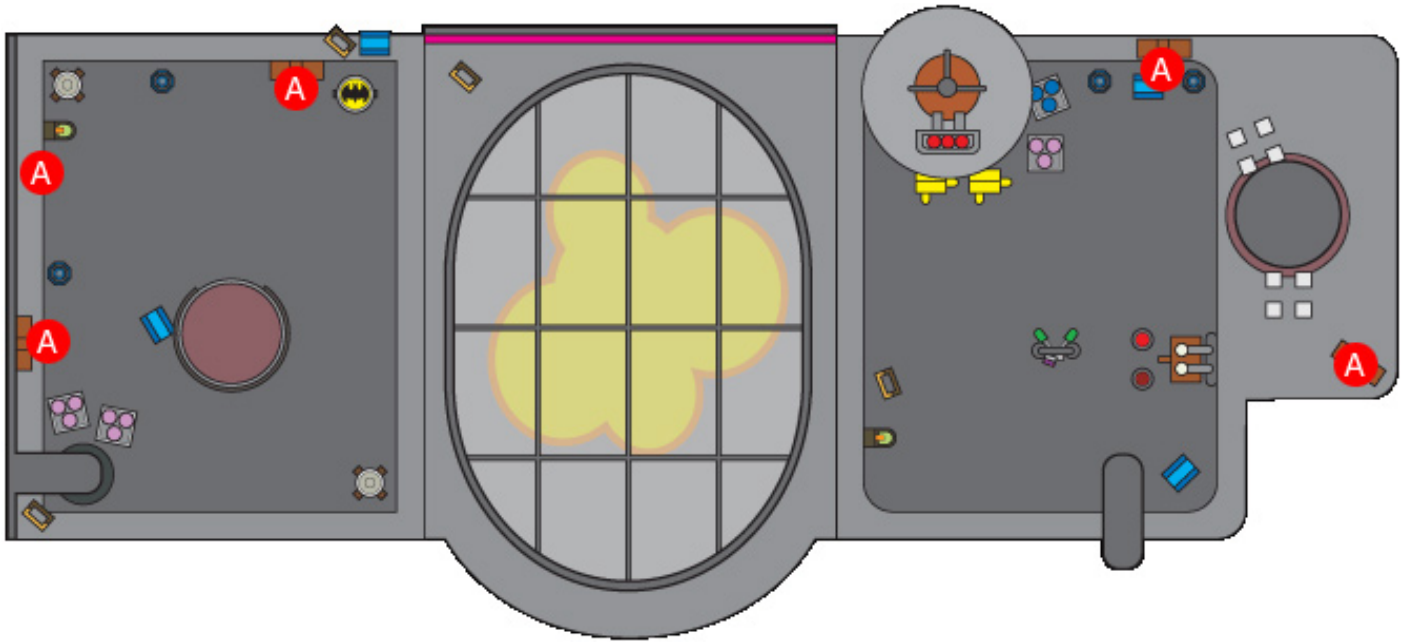
B - Use Cyborg to manipulate the magnetic object near the third area's starting point, then solve the floor maze puzzle (free play)

C - After shutting off the electified area, use Poison Ivy to pass through the background vine patch (free play)

D - Citizen in peril: Fly up to the balcony above the third area's X-ray wall, then use the Batsuit's sonar gun to shatter the glass and trigger all three switches simultaneously (free play)

Level 5 Chemical Crisis

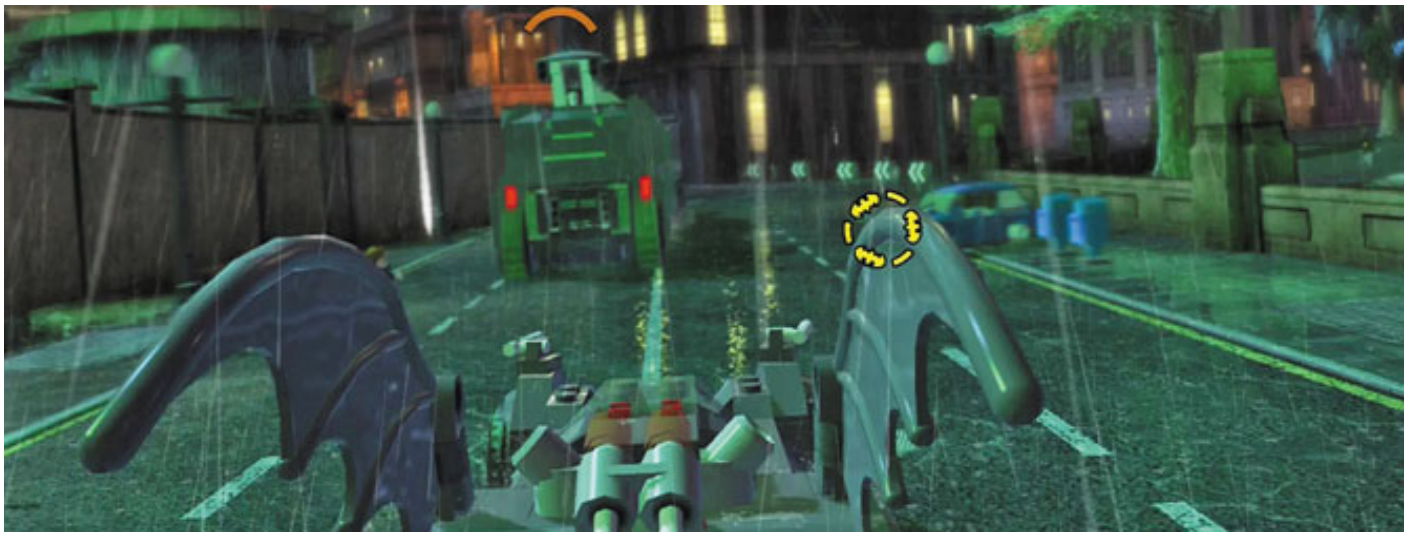
Objective 4 - Put Out the Fire



A - With heat vision, overheat and destroy five gold air conditioning units on the rooftop (story)

Level 6 Chemical Signature

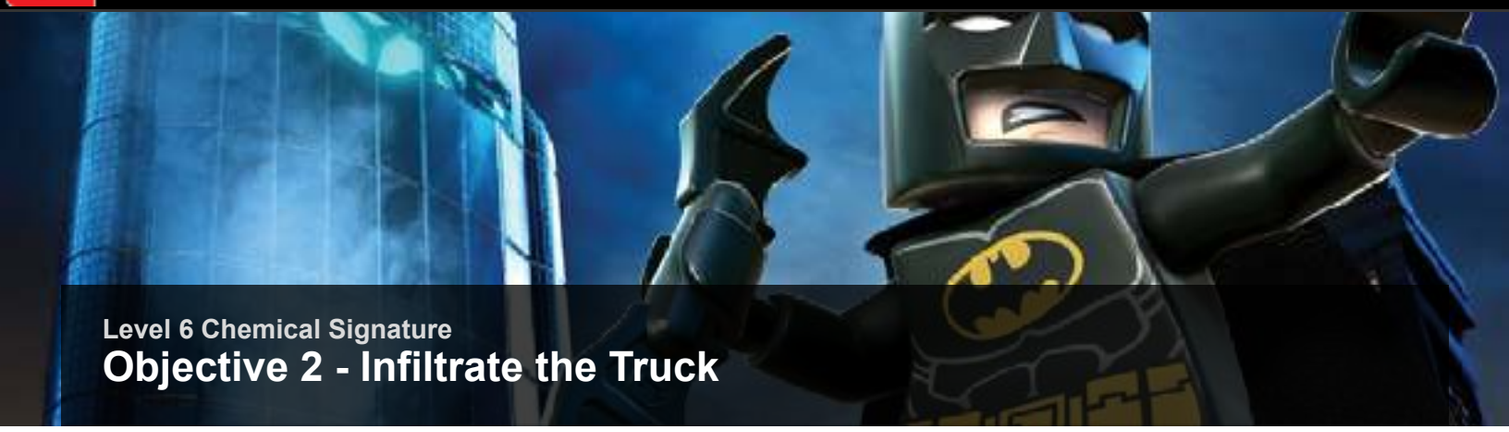
Objective 1 - Board Lex Luthor's Truck



A - Shoot and destroy three yellow cabs parked along the road as you race after Lex's truck (story)

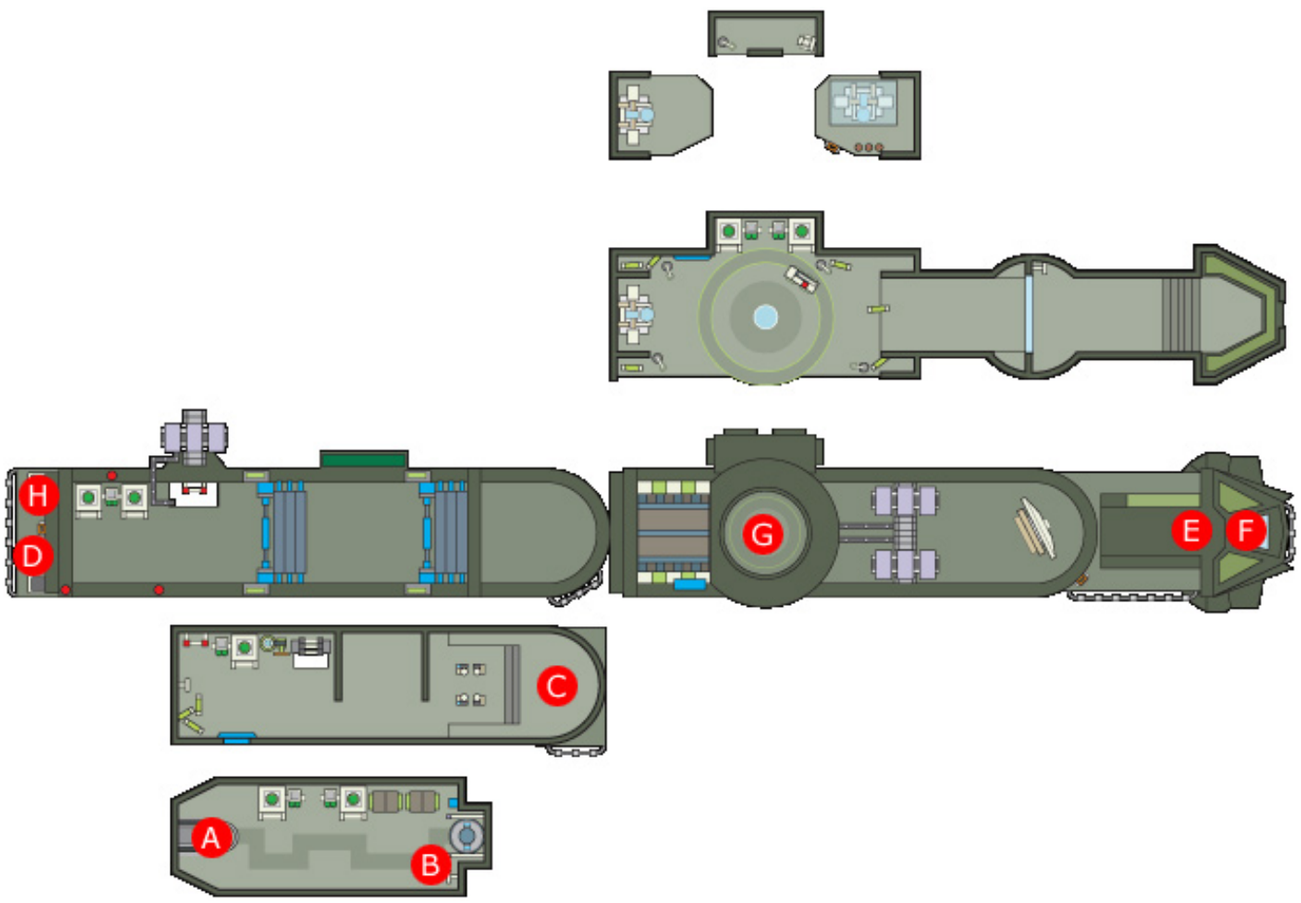
B - Blast a large white billboard as you pursue Lex's truck (story)

C - Shoot down a large overhead billboard as you chase Lex's truck (story)



Level 6 Chemical Signature

Objective 2 - Infiltrate the Truck



A - Use heat vision to destroy the gold "L" on the first compartment's left side (free play)

B - On the far right side of the truck's first compartment. Use Robin's magnet to slide it along the floor and up through the hole (story)

C - Use POison Ivy to pass through the flower bed on the far right side of the truck's second compartment (free play)

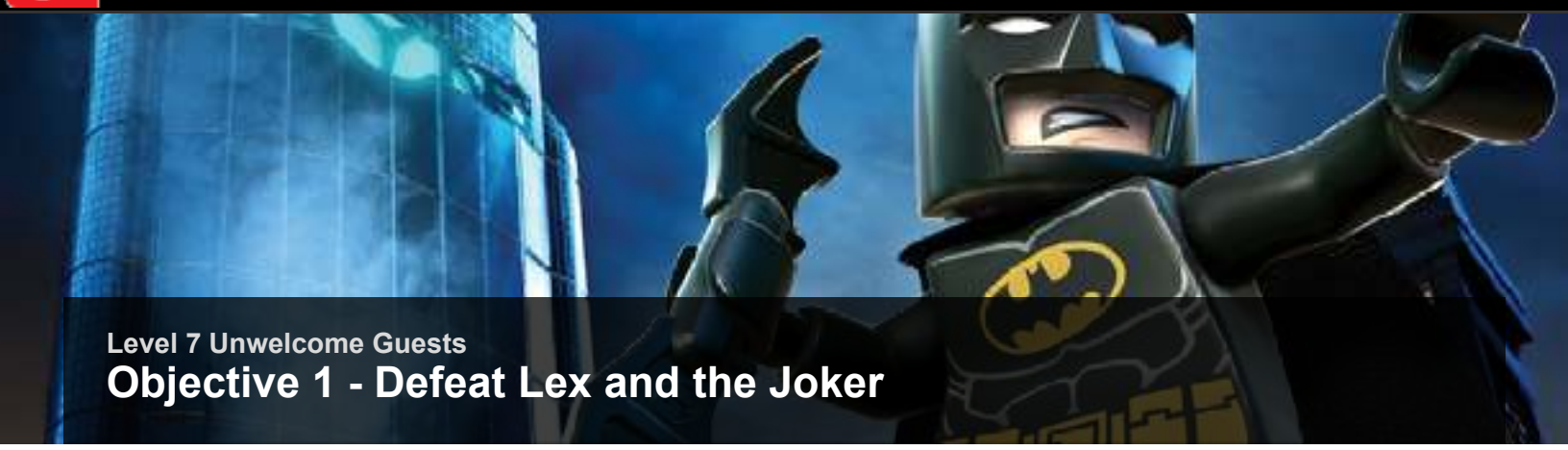
D - Use Lex Luthor to Deconstruct the door on the truck's rear bumber - jump there from the roof (free play)

E - Use heat vision to destroy the gold panel on the front of the truck (free play)

F - Drop from the hand holds on the front of the truck (free play)

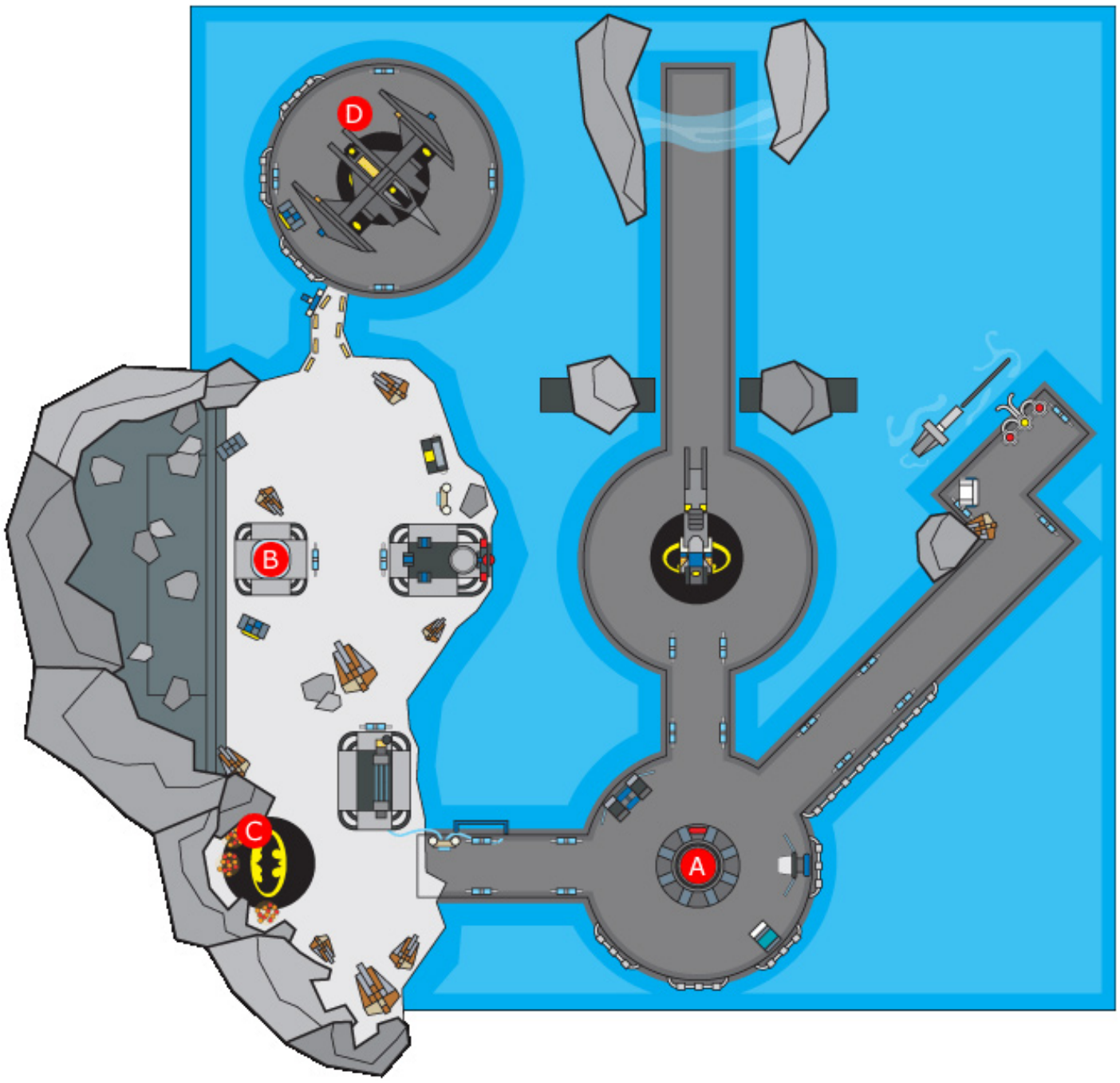
G - In the final compartment, above the truck's engine core - fly up through the roof (free play)

H - Citizen in peril: On the truck's rear bumber - after boarding Lex's truck (story)



Level 7 Unwelcome Guests

Objective 1 - Defeat Lex and the Joker



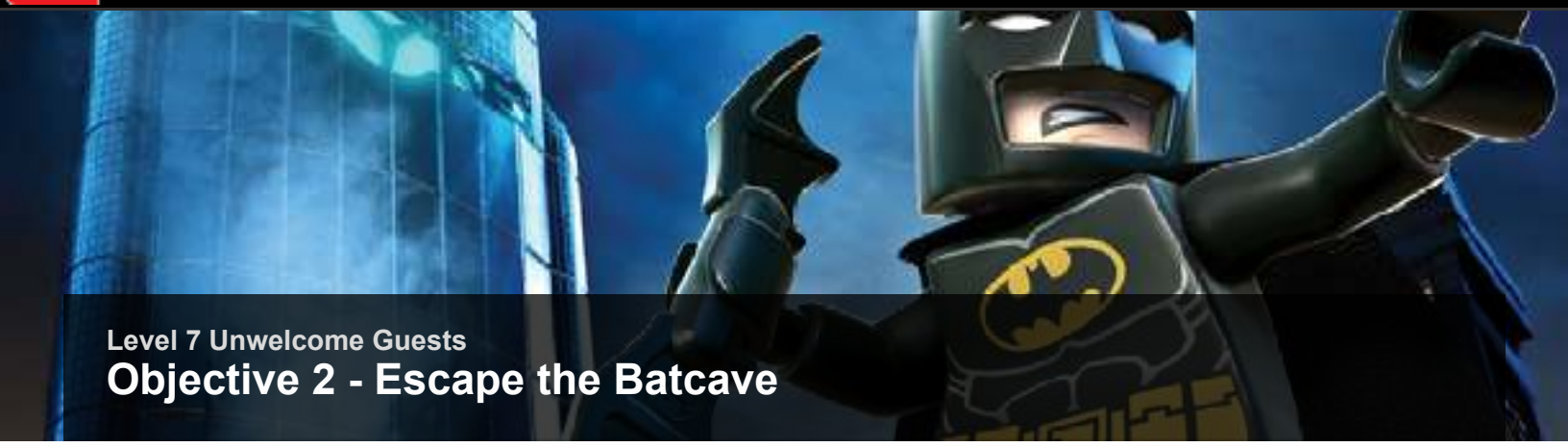
A - Deconstruct the Bat Computer with Lex Luthor (free play)

B - Use heat vision to destroy the gold plate left behind after the Acrobat Suit signal shatters (free play)

C - Blow out the LEGO fires on the foreground batsymbol (free play)

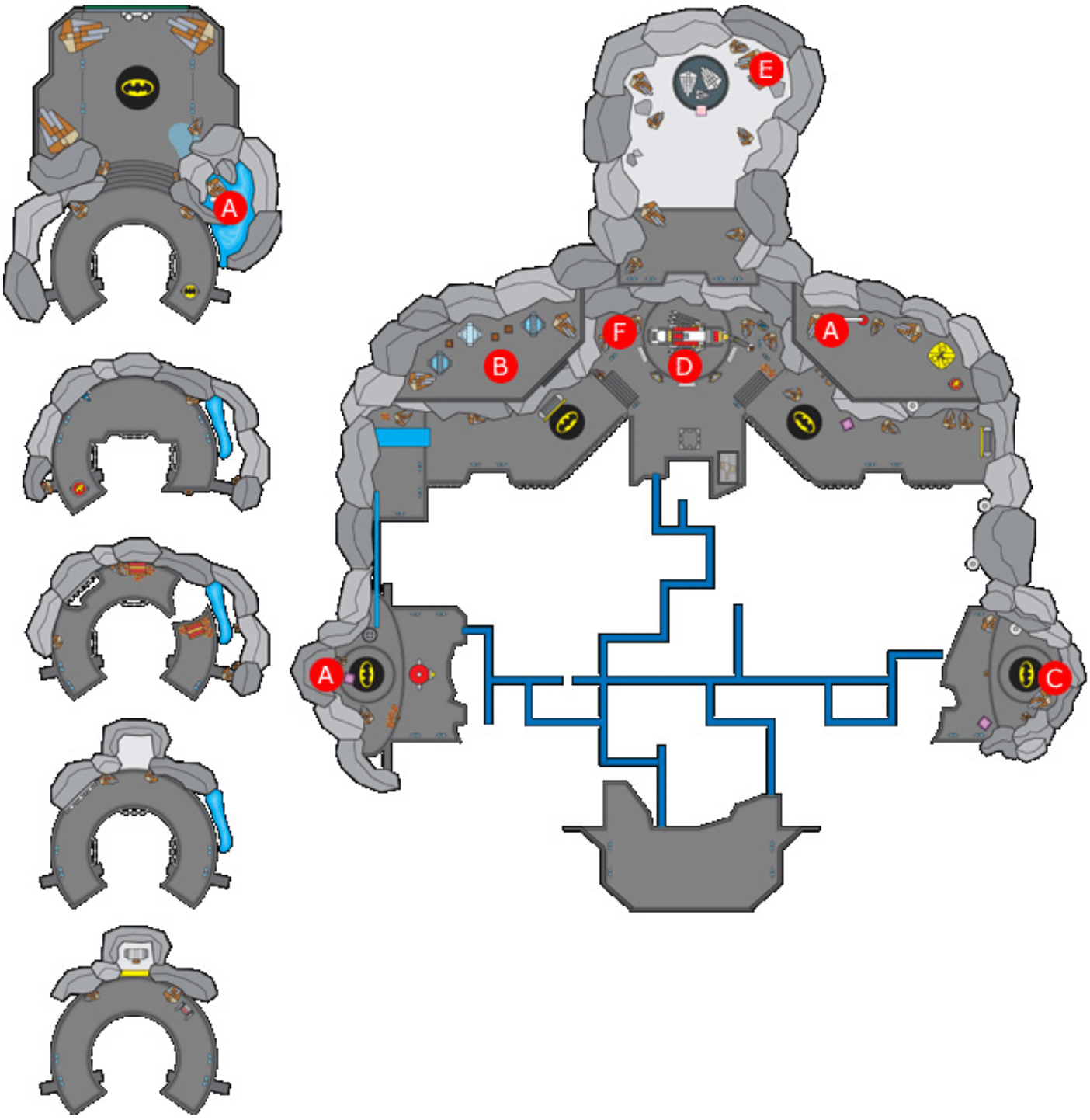
D - Abowe the batwing - fly up tp reach it (free play)

NB! - Shoot down three crates tied to balloons. One drifts by each time you jump into a vehicle and take aim at Lex and the Joker (story)



Level 7 Unwelcome Guests

Objective 2 - Escape the Batcave



A - Locate and destroy three large Joker signs during the escape (story)

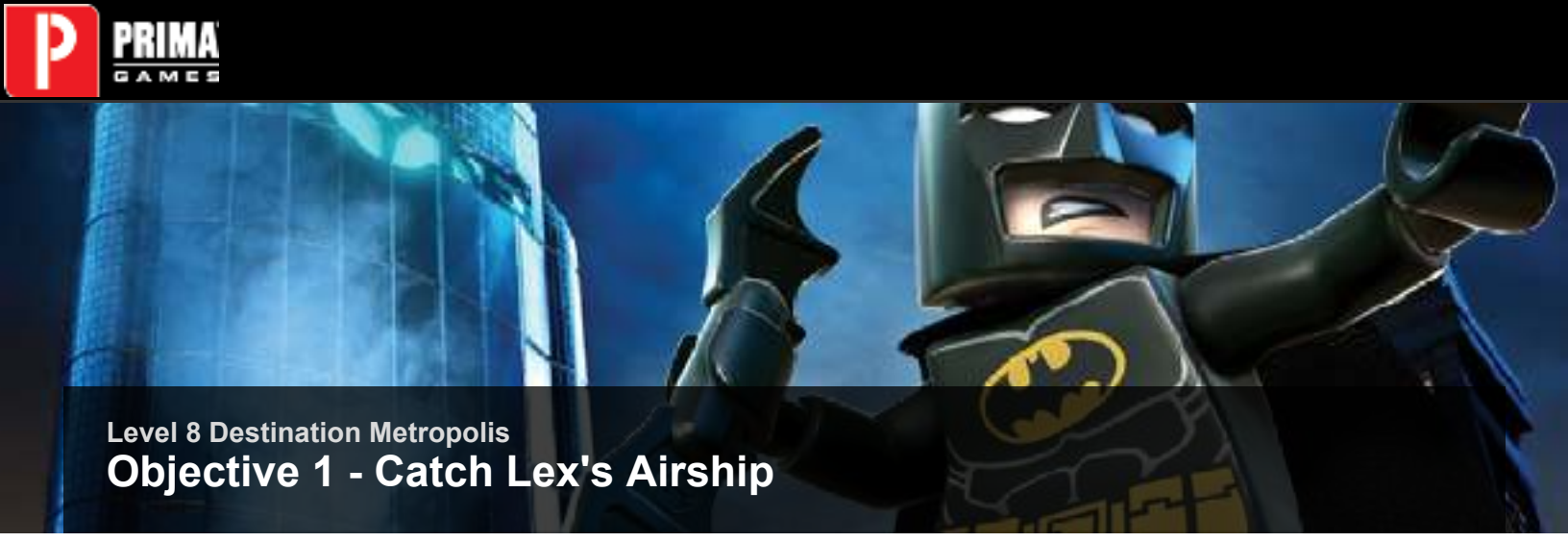
B - Deconstruct the door of the office to the left of the dinosaur exhibit, then shatter the glass inside (free play)

C - Destroy the gold rocky wall on the right foreground ledge where you build the zipline (story)

D - Destroy the gold egg beneath the dinosaur. Do this after you rotate the dinosaur using Robin (story)

E - Destroy the boulders to the right of the silver rocks above the dinosaur to expose a Riddler box (free play)

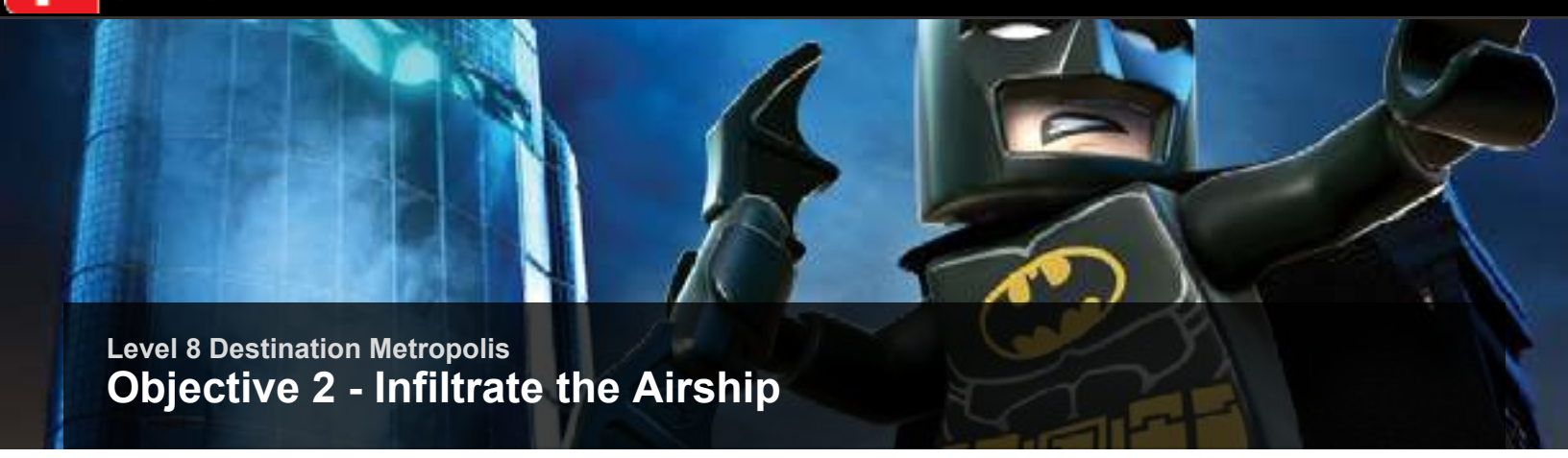
F - Surrounded by fire near the dinosaur exhibit - extinguish the flames (story)



Level 8 Destination Metropolis

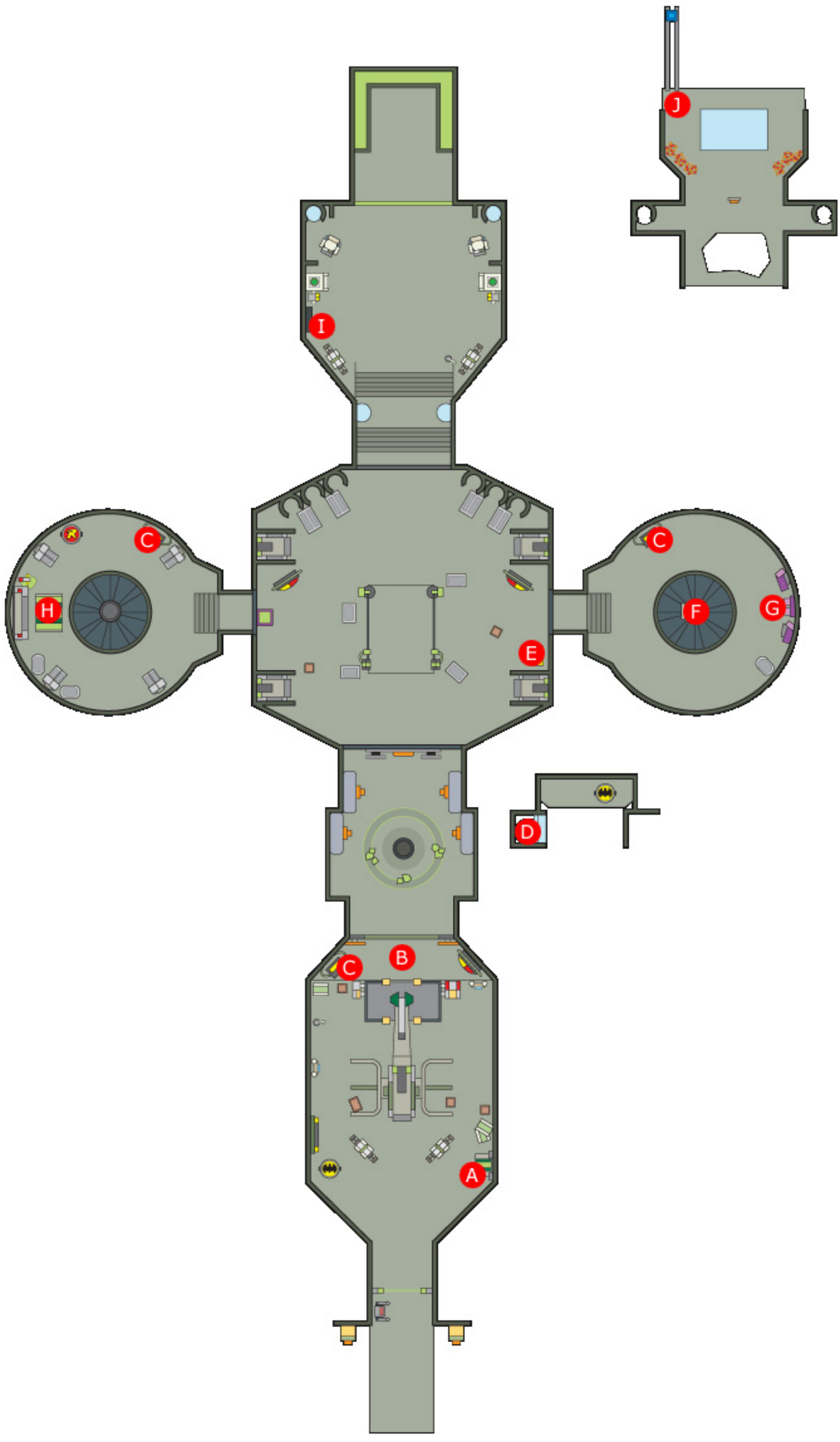
Objective 1 - Catch Lex's Airship

A - Before destroying the airship's four front turrets and after disabling the left engine, use heat vision to destroy the two gold grids as you circle around the front of the airship to obtain a Minikit (story)



Level 8 Destination Metropolis

Objective 2 - Infiltrate the Airship



A - Smash the boxes on the right of the airship's rear cargo hold, then build the bricks into a switchthat summons the minikit (story)

B - Deconstruct the two circular doors in the rear cargo hold, the deconstruct the black debris beyond and step on both buttons (free play)

C - Find and destroy the three Kryptonite generators inside the airship (free play)

D - Fly up to an overhead ledge in the reactor room. Change into the Batsuit and shatter the nearby glass vent (free play)

E - Use Lex Luthor to Deconstruct the black crate on the storage chamber's right side, then use Green Lantern to build green bricks (free play)

F - Deconstruct the storage room's right door lock to enter the right side room. Batarang all five red lights at once (free play)

G - In the right side room, smash objects to obtain bricks, then build these into a vehicle. Pilot it and follow the trail of studs to the minikit (free play)

H - Use the Joker to enter the storage chamber's left side room, then clear the toxic waste off a switch. Pull the switch and use Robin's Acrobat Suit to beat the video game (free play)

I - Deconstruct the black object on the left side of the bridge, then pull the orange handle (free play)

J - Citizen in peril: Use Cyborg's magnetism to pull in the antenna on the airship's roof (free play)